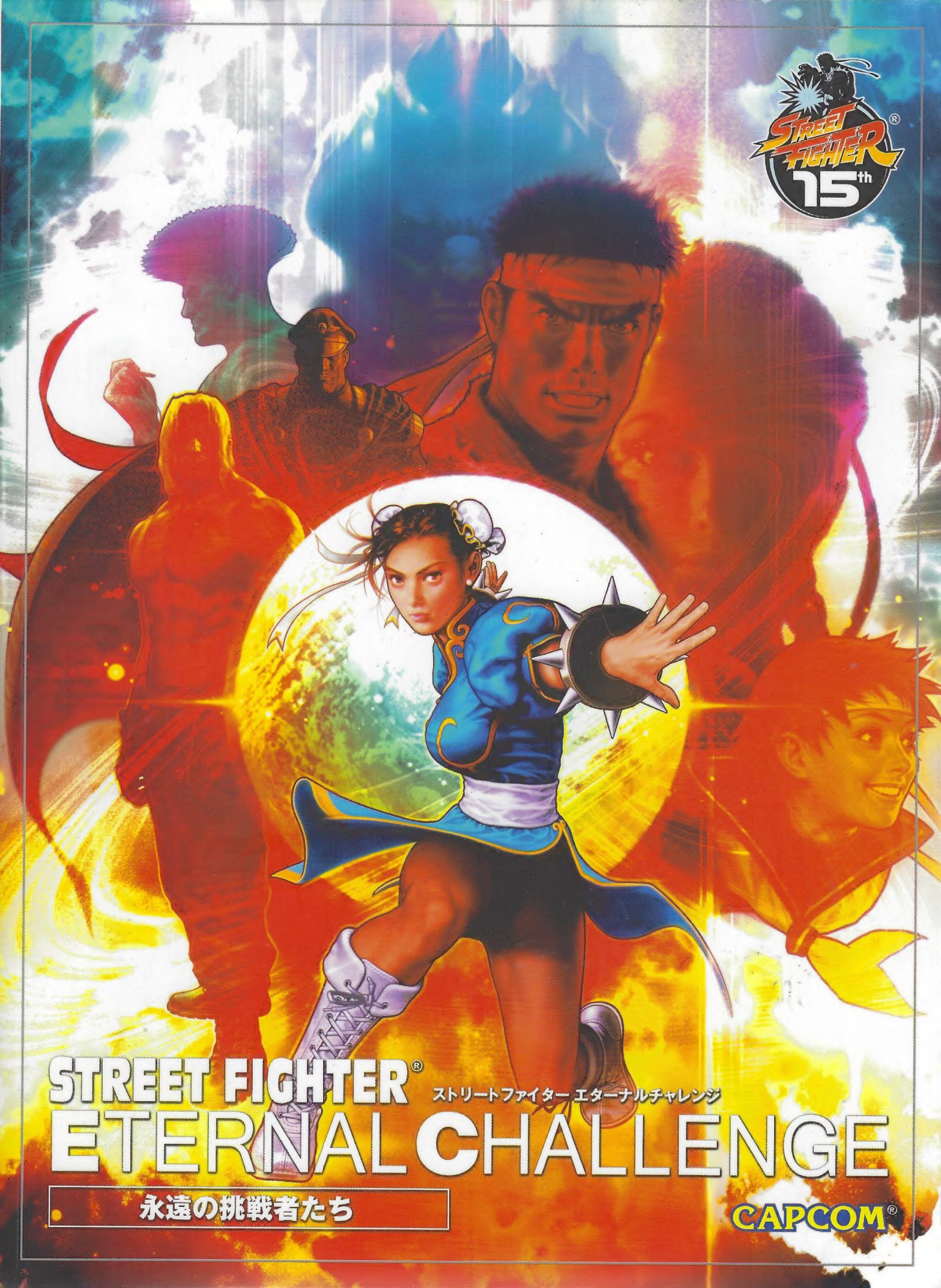


STREET FIGHTER®

ストリートファイター エターナルチャレンジ

ETERNAL CHALLENGE

永遠の挑戦者たち

CAPCOM®

STREET FIGHTER®

ストリートファイター エターナルチャレンジ

ETERNAL CHALLENGE

永遠の挑戦者たち

STREET FIGHTER FIRST RELEASE DATES IN JAPAN

1987	STREET FIGHTER I
1988	
1989	
1990	
1991	STREET FIGHTER II
1992	STREET FIGHTER II DASH STREET FIGHTER II DASH TURBO
1993	SUPER STREET FIGHTER II SUPER STREET FIGHTER II THE TOURNAMENT BATTLE
1994	SUPER STREET FIGHTER II X
1995	STREET FIGHTER ZERO
1996	STREET FIGHTER ZERO 2 STREET FIGHTER ZERO 2 ALPHA
1997	STREET FIGHTER III STREET FIGHTER III 2nd IMPACT
1998	STREET FIGHTER ZERO 3
1999	STREET FIGHTER III 3rd STRIKE
2000	
2001	
2002	
2003	

The STREET FIGHTER series.

The legendary games that laid the groundwork for the fighting game genre.

This special 15th anniversary collection contains 2 major sections covering the expansive world of Street Fighter.

The Art Works section showcases illustrations chosen from the series' beginnings with Street Fighter all the way through to the ultimate 2D fighting game, Street Fighter III: 3rd Strike.

The History section analyzes the series' evolution over the years with in-depth observations and information.

Through this retrospective volume, players can look back over the last 15 years and see the enormous Street Fighter legacy.

最強対戦格闘ゲーム STREET FIGHTER の歴史

The History of the Greatest Fighting Game

STREET FIGHTER® ETERNAL CHALLENGE

ストリートファイター エターナルチャレンジ

永遠の挑戦者たち

STREET FIGHTER ZERO (Illustration Art)
Designer: AKIMAN

CONTENTS

Art Works

SPECIAL Illustration Gallery:01 007
Main Illustration Gallery 027
Character Illustration Gallery 053
SPECIAL Illustration Gallery:02 099
Setting DATA & Rough Sketch Gallery 119
CAPCOM DESIGN TEAM Interview 130

History

All Work Introduction 139
All Character Profile Introduction 189
All Ending Introduction 241
CAPCOM Development Team Interview 274
Street Fighter Goods Collection 282
Street Fighter Comics & Manga 286
Street Fighter Other Publications 288
Street Fighter Title Logo Collection 290
Street Fighter US Box Art Gallery 292

Editorial

Column 1 - Related Street Fighter Titles 188
Column 2 - History of Character Faces 238
Column 3 - Character Relationship Chart 272

Extras

UDON CAPCOM Roundtable Interview 294

Art Works

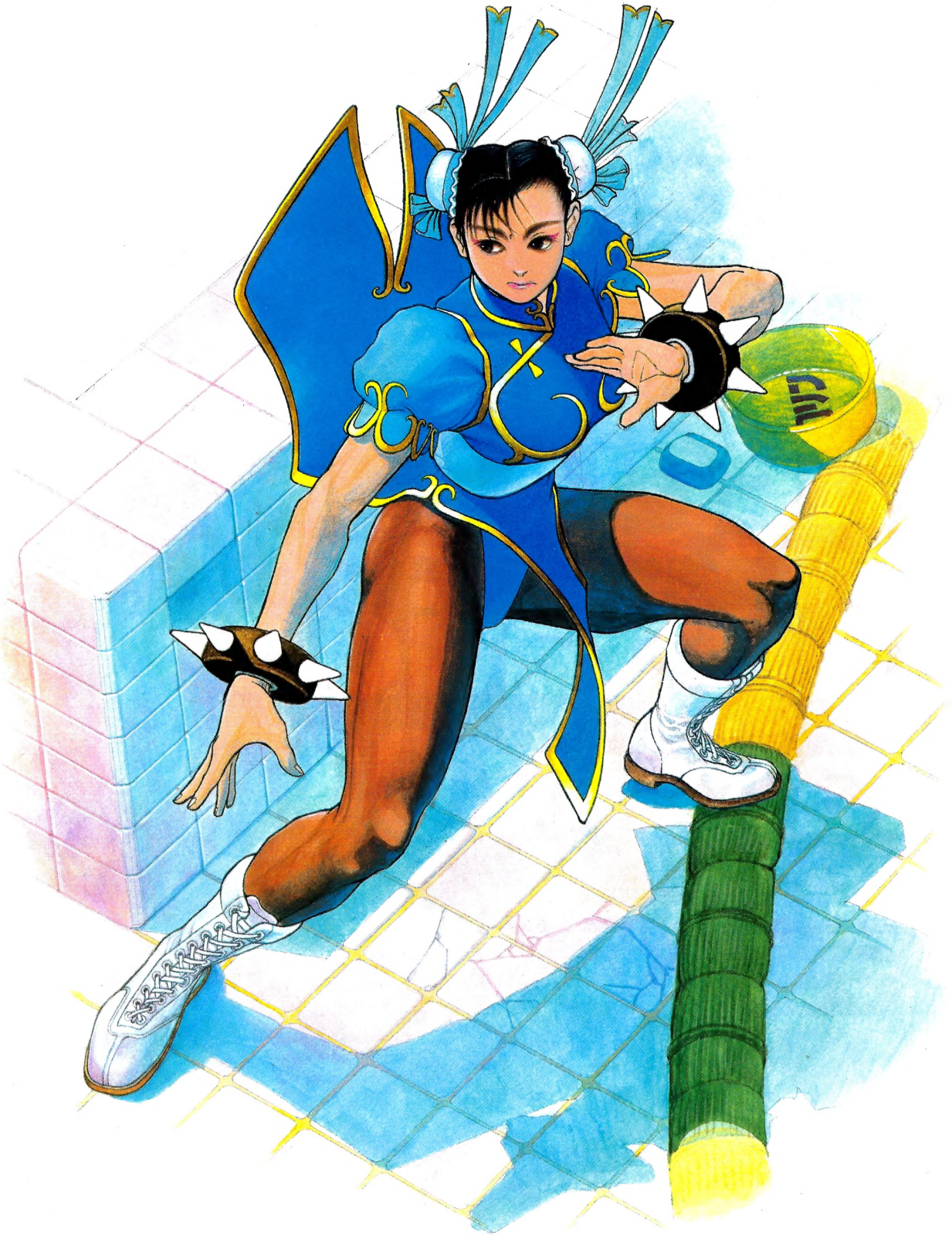
This chapter contains a collection of illustrations from the Street Fighter series, all showcasing the passion of the illustrators who drew them. The designs had strong presence and helped to complete the atmosphere of the game, taking it beyond typical design artwork and engaging the players who saw them. There are 600 illustrations in this Art Works section, each carefully selected from 15 years worth of material.

STREET FIGHTER®
ETERNAL
CHALLENGE

SPECIAL Illustration Gallery 01

This chapter contains artwork that was created especially for magazines and websites, going beyond the limits of typical game design or advertisements.

Note: The artwork in this chapter is credited using the Japanese Street Fighter game titles. In many cases, the artwork in this section was never used in the North American market, so toggling back and forth between the two versions would have made it quite confusing.



STREET FIGHTER II (Book Illustration)
Designer: AKIMAN

Fan-club Exclusive Phone Card Art
Designer: AKIMAN

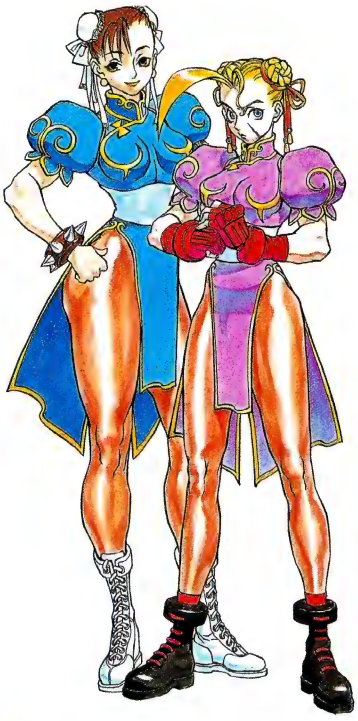
Website Illustration
Designer: AKIMAN

Website Illustration
Designer: AKIMAN

Website Illustration
Designer: AKIMAN

Gameshow Exclusive Phone Card Art
Designer: NISHIZAWA AKIKO

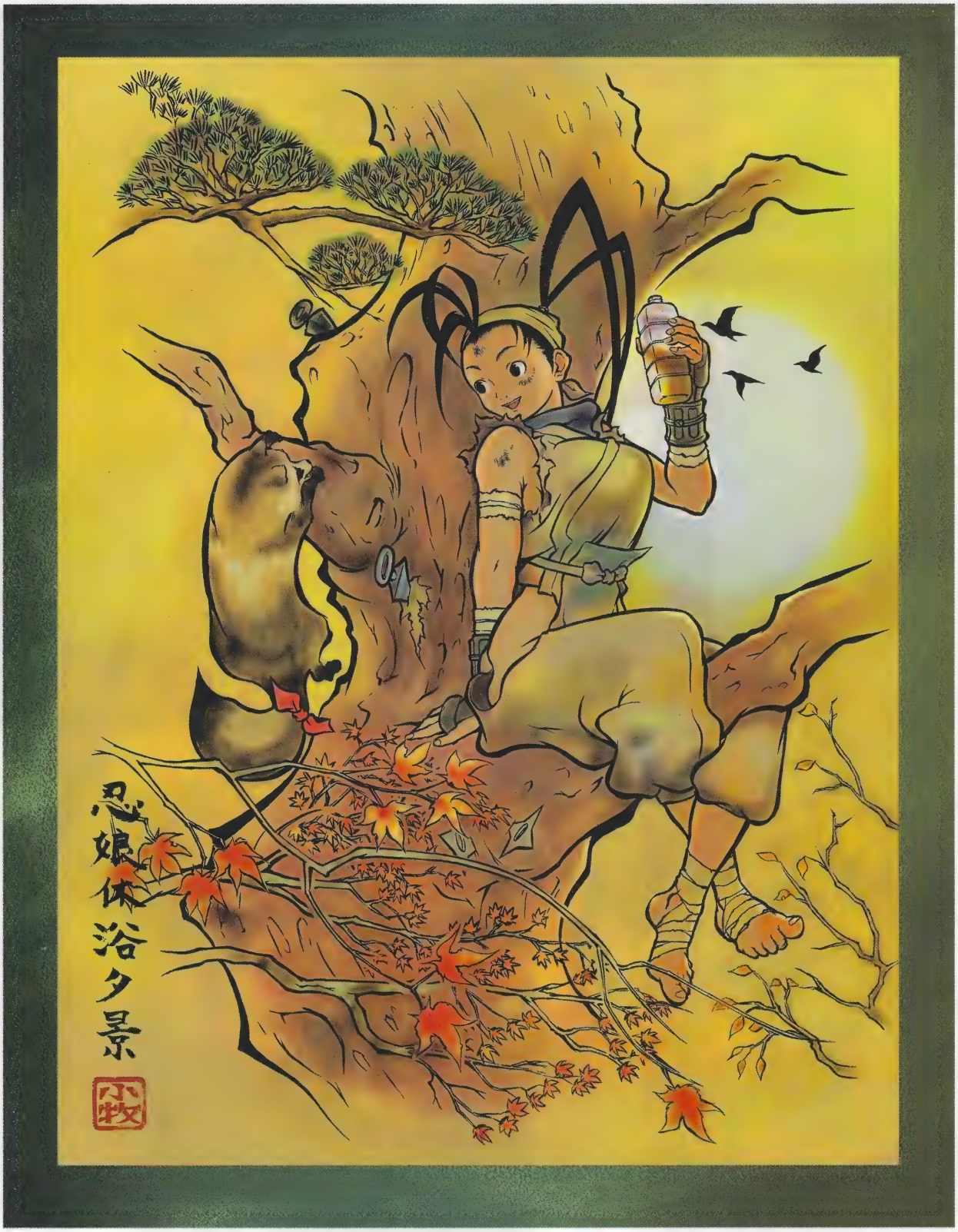
STREET FIGHTER II (Image Illustration)
Designer: AKIMAN



SUPER STREET FIGHTER II X (Novel Pin-Up)
Designer: NISHIMURA KINU

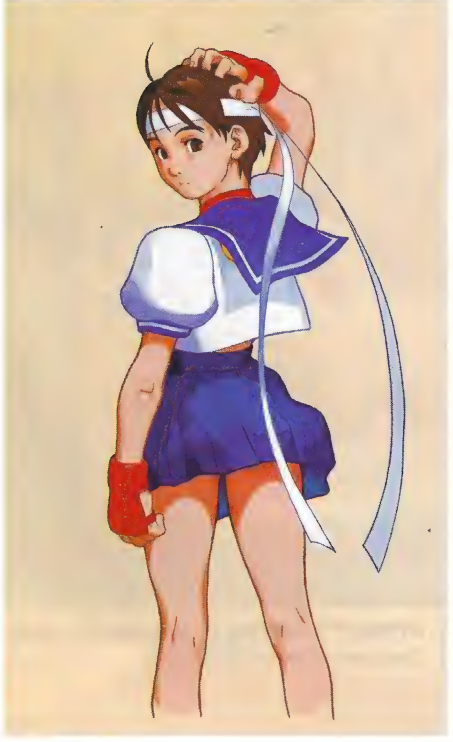
Signing Board Illustration
Designer: AKIMAN

Capcom Official Calendar Art
Designer: OOISHI



STREET FIGHTER III (Secret File Art)
Designer: KOMAKI SHINSUKE

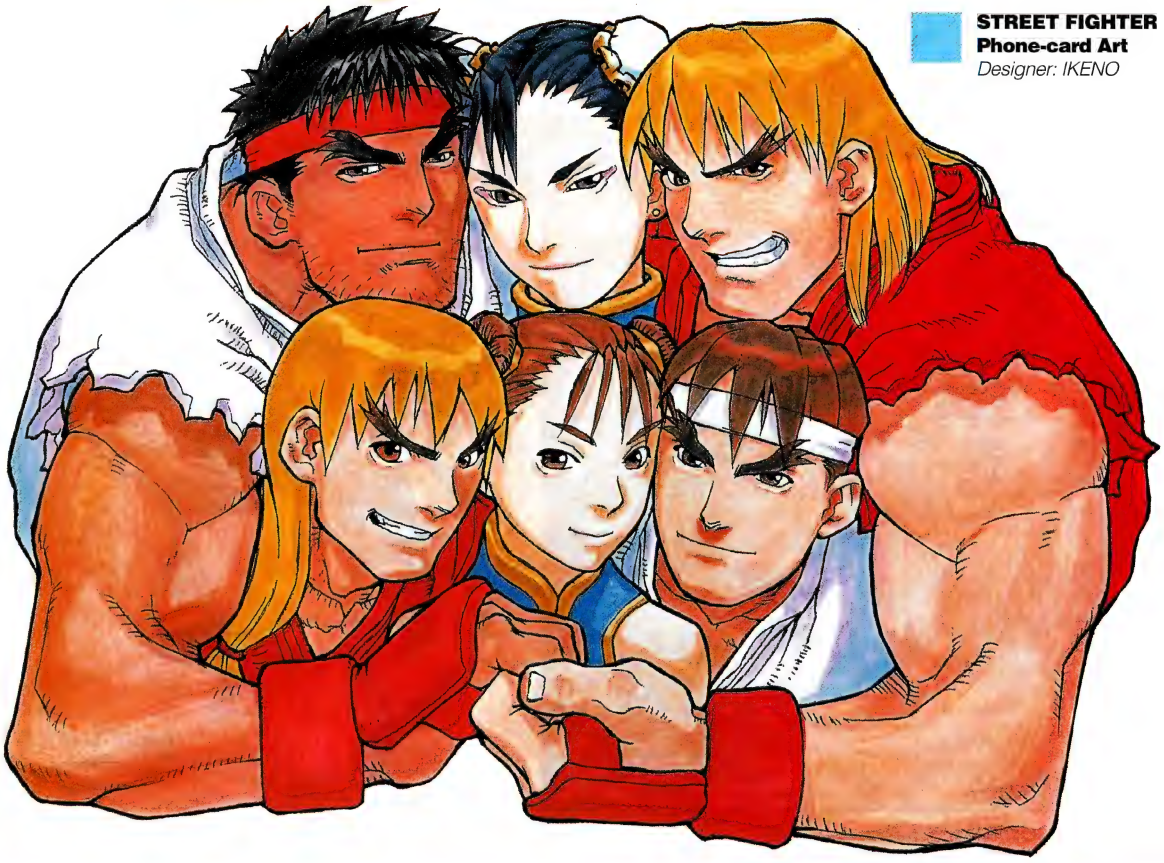
STREET FIGHTER ZERO 2 (Drama CD Jacket)
Designer: DAI-CHAN



Fan-club Exclusive Phone-Card Art
Designer: BENGUS

Trading Card Art
Designer: IKENO

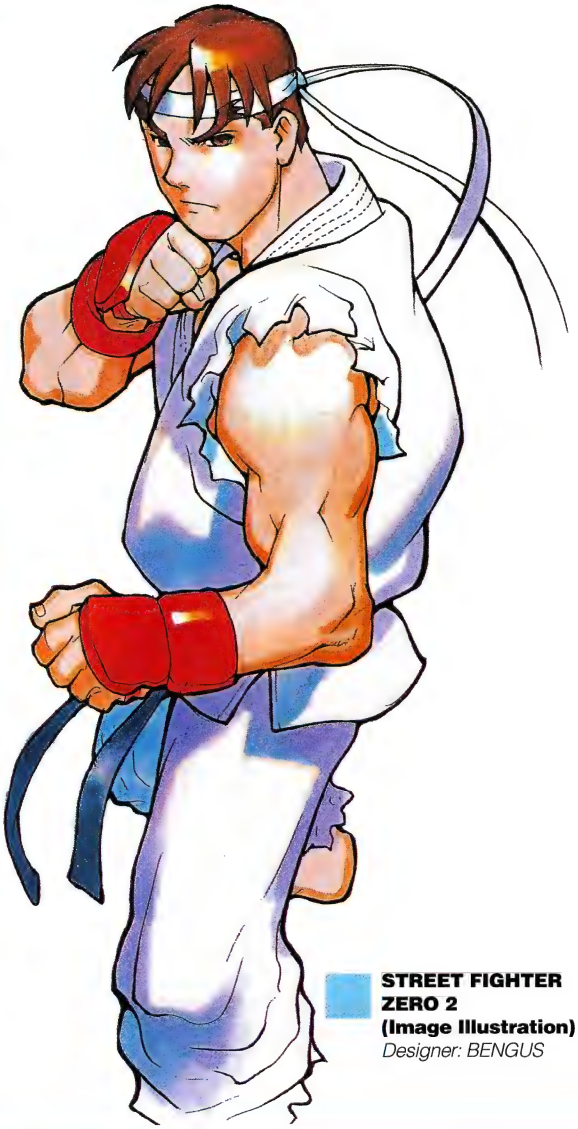
STREET FIGHTER ZERO 2
(Book Illustration)
Designer: BENGUS



STREET FIGHTER
Phone-card Art
Designer: IKENO

STREET FIGHTER ZERO 3 (Image Illustration)
Designer: BENGUS

STREET FIGHTER II (Trading Card Art)
Designer: IKENO



STREET FIGHTER ZERO 2 (Image Illustration)
Designer: BENGUS

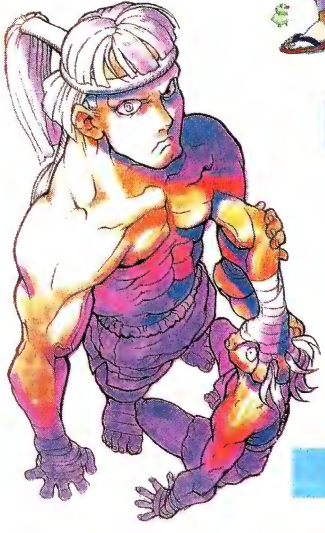
STREET FIGHTER ZERO (Book Illustration)
Designer: BENGUS

STREET FIGHTER ZERO (Book Illustration)
Designer: BENGUS

STREET FIGHTER ZERO 3 (Secret File Illustration)
Designer: IKENO

SUPER STREET FIGHTER II X (Book Illustration)
Designer: BENGUS

STREET FIGHTER ZERO 2 (Book Illustration)
Designer: Development Staff



STREET FIGHTER ZERO (Book Illustration)
Designer: BENGUS

STREET FIGHTER II (Fan-club Newsletter Cover)
Designer: BENGUS

STREET FIGHTER ZERO 2 (Book Illustration)
Designer: Development Staff

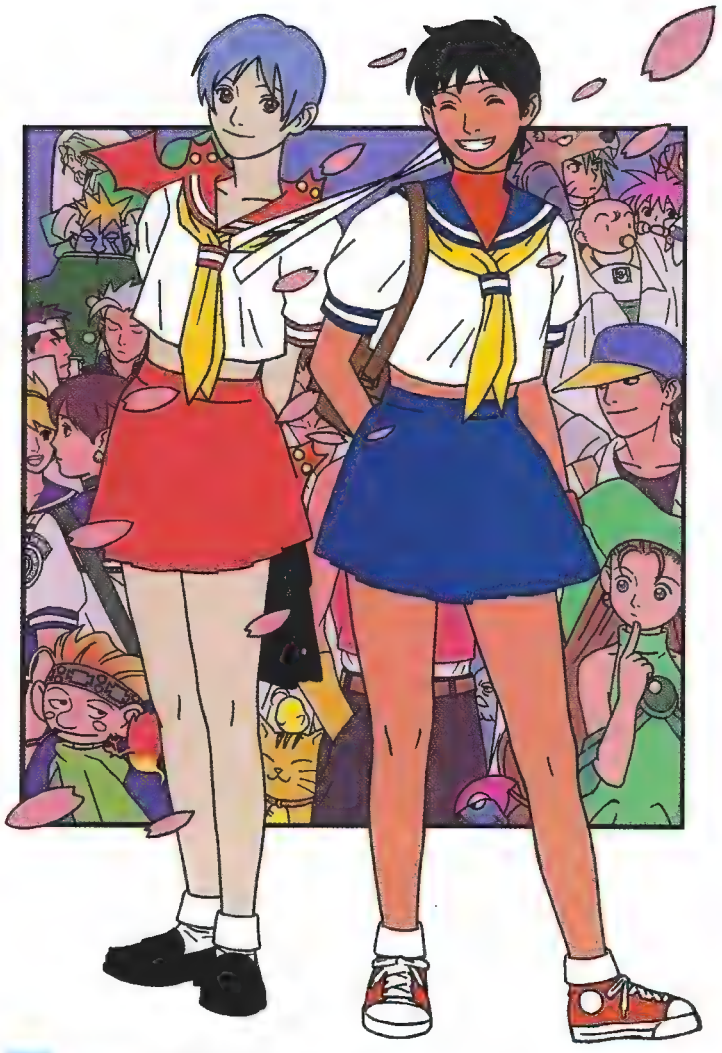
STREET FIGHTER II DASH TURBO
Designer: SHOEI

STREET FIGHTER II DASH TURBO (Jigsaw Puzzle Art)
Designer: BENGUS

STREET FIGHTER II Movie (Animation Illustration)
Designer: MURASE SYUKOU

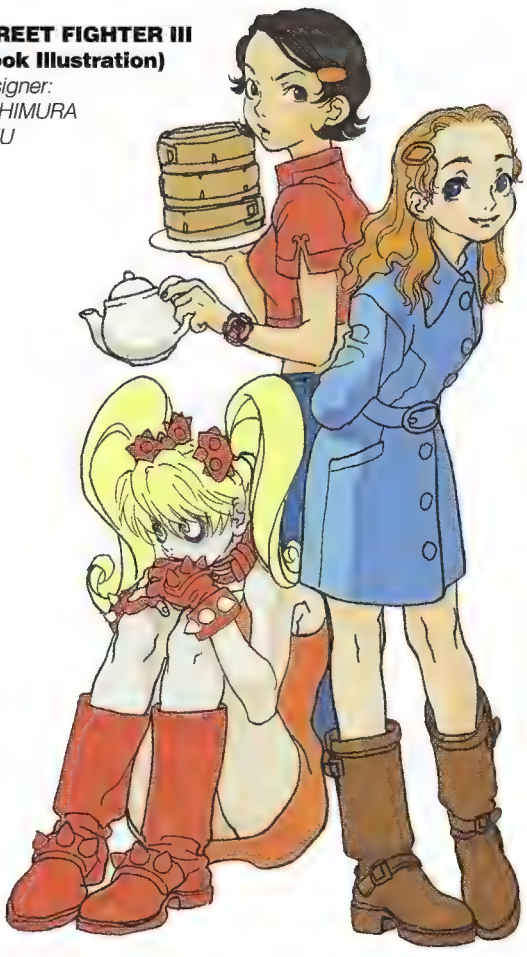
SUPER STREET FIGHTER II (Novel Pin-Up)
Designer: NISHIMURA KINU

SUPER STREET FIGHTER II (Test Illustration)
Designer: BENGUS

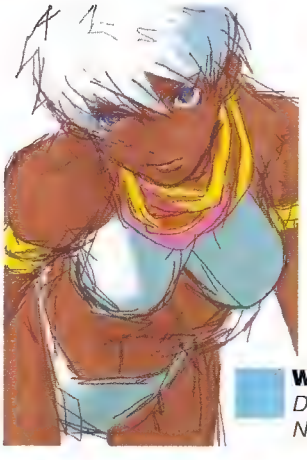


Capcom Official Calendar Art
Designer: OOISHI

STREET FIGHTER III (Book Illustration)
Designer: NISHIMURA KINU



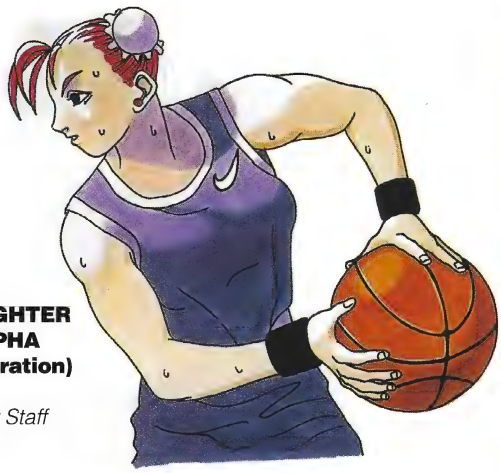
Fan Club Exclusive Phone Card Art
Designer: BENGUS



Website Illustration
Designer: NISHIMURA KINU

Website Illustration
Designer: NISHIMURA KINU

Website Illustration
Designer: NISHIMURA KINU



STREET FIGHTER ZERO 2 ALPHA (Book Illustration)
Designer: Development Staff

Website Illustration
Designer: AKIMAN

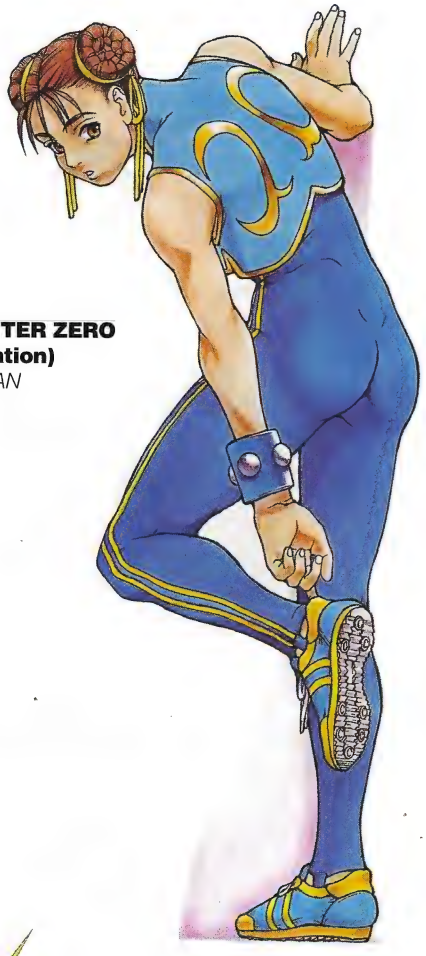
Book Illustration
Designer: MAEDA SHIMA

Book Illustration
Designer: Development Staff

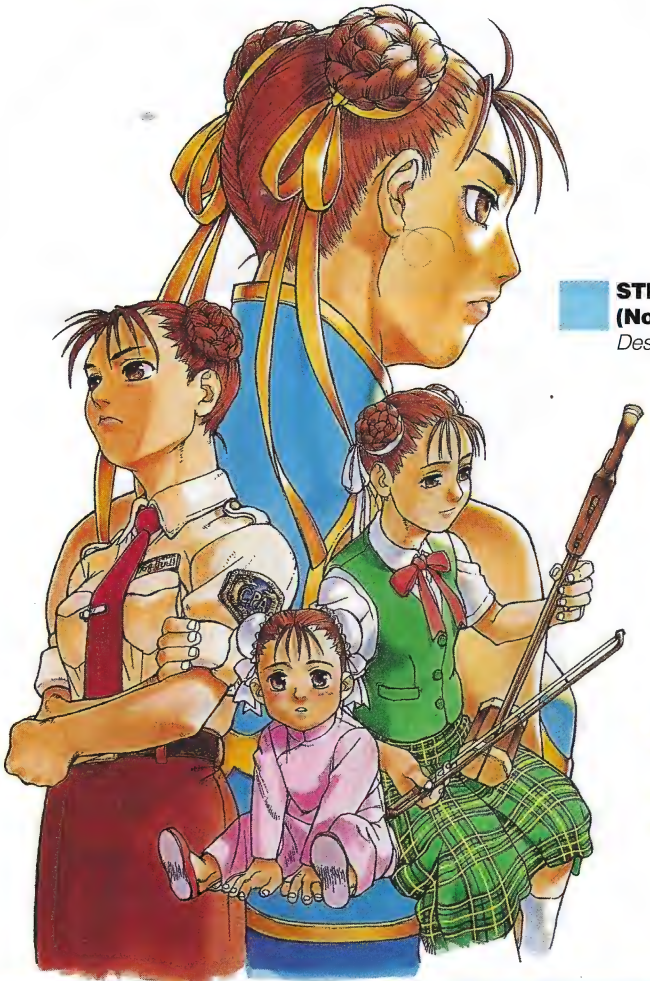
STREET FIGHTER ZERO 2 ALPHA
Designer: Development Staff

SUPER STREET FIGHTER II X (Book Illustration)
Designer: BENGUS

STREET FIGHTER ZERO
(Instruction Booklet Art)
Designer: BENGUS



STREET FIGHTER ZERO
(Novel Illustration)
Designer: EDAYAN



STREET FIGHTER ZERO
(Novel Illustration)
Designer: EDAYAN

STREET FIGHTER II
(Medal Game Illustration)
Designer: AKIMAN

STREET FIGHTER II
(Trading Card Art)
Designer: AKIMAN

Website Illustration
Designer: AKIMAN

STREET FIGHTER III 3rd STRIKE (Convention Promo Art)
Designer: HARUMARU

American Comic Cover
Designer: SHINKIRO

American Comic Cover
Designer: SHINKIRO

American Comic Cover
Designer: SHINKIRO

ETERNAL CHALLENGE JAPANESE ART BOOK COVER
Designer: IKENO

STREET FIGHTER® ETERNAL CHALLENGE

Main Illustration Gallery

These high quality illustrations from posters and game boxes are in many ways the face of the Street Fighter product line. The artwork collected in this chapter was used at arcades and stores around the world.

Note: The artwork in this chapter is credited using the Japanese Street Fighter game titles. In some cases, the artwork in this section was never used in the North American market, so toggling back and forth between the two versions would have made it quite confusing.

(Main Illustration)
Designer: IKENO

STREET FIGHTER III 2nd IMPACT (Main Illustration)
Designer: NISHIMURA KINU

STREET FIGHTER III 3rd STRIKE (Dreamcast Jacket)
Designer: IKENO

STREET FIGHTER III 2nd IMPACT (Main Illustration)
Designer: NISHIMURA KINU

STREET FIGHTER ZERO 3
(Main Illustration)
Designer: BENGUS

STREET FIGHTER ZERO 3 (Saturn Jacket)
Designer: HARUMARU

STREET FIGHTER ZERO 3 (Playstation Jacket)
Designer: EDAYAN

STREET FIGHTER ZERO 3 SAIKYO DOJO (Dreamcast Jacket)
Designer: IKENO

STREET FIGHTER ZERO 3 (Calendar Art)
Designer: HIDEKI

STREET FIGHTER ZERO 2 (Image Illustration)
Designer: DAI-CHAN

STREET FIGHTER ZERO 2 (Book Illustration)
Designer: EDAYAN

STREET FIGHTER ZERO 2 (Main Illustration)
Designer: DAI-CHAN

STREET FIGHTER ZERO 2 (Secret File Illustration)
Designer: BENGUS

STREET FIGHTER ZERO 2
(Saturn Jacket)
Designer: EDAYAN

STREET FIGHTER ZERO 2
(Drama CD Jacket)
Designer: IKENO

STREET FIGHTER ZERO 2 ALPHA (Book Illustration)
Designer: BENGUS

STREET FIGHTER ZERO (Image Illustration)
Designer: DAI-CHAN

STREET FIGHTER ZERO
(Book Illustration)
Designer: EDAYAN

STREET FIGHTER ZERO
Designer: DAI-CHAN

STREET FIGHTER ZERO (Main Illustration)
Designer: DAI-CHAN

SUPER STREET FIGHTER II X (Book Illustration)
Designer: BENGUS

SUPER STREET FIGHTER II Tournament Battle (Main Illustration)
Designer: BENGUS

SUPER STREET FIGHTER II X (Video Packaging Art)
Designer: DAI-CHAN

SUPER STREET FIGHTER II (Main Illustration)
Designer: NISHIMURA KINU

STREET FIGHTER DASH TURBO (Main Illustration)
Designer: NISHIMURA KINU

STREET FIGHTER II DASH (Main Illustration)
Designer: SHOEI

STREET FIGHTER II (Main Illustration)
Designer: AKIMAN

STREET FIGHTER (Main Illustration)
Designer: Development Staff

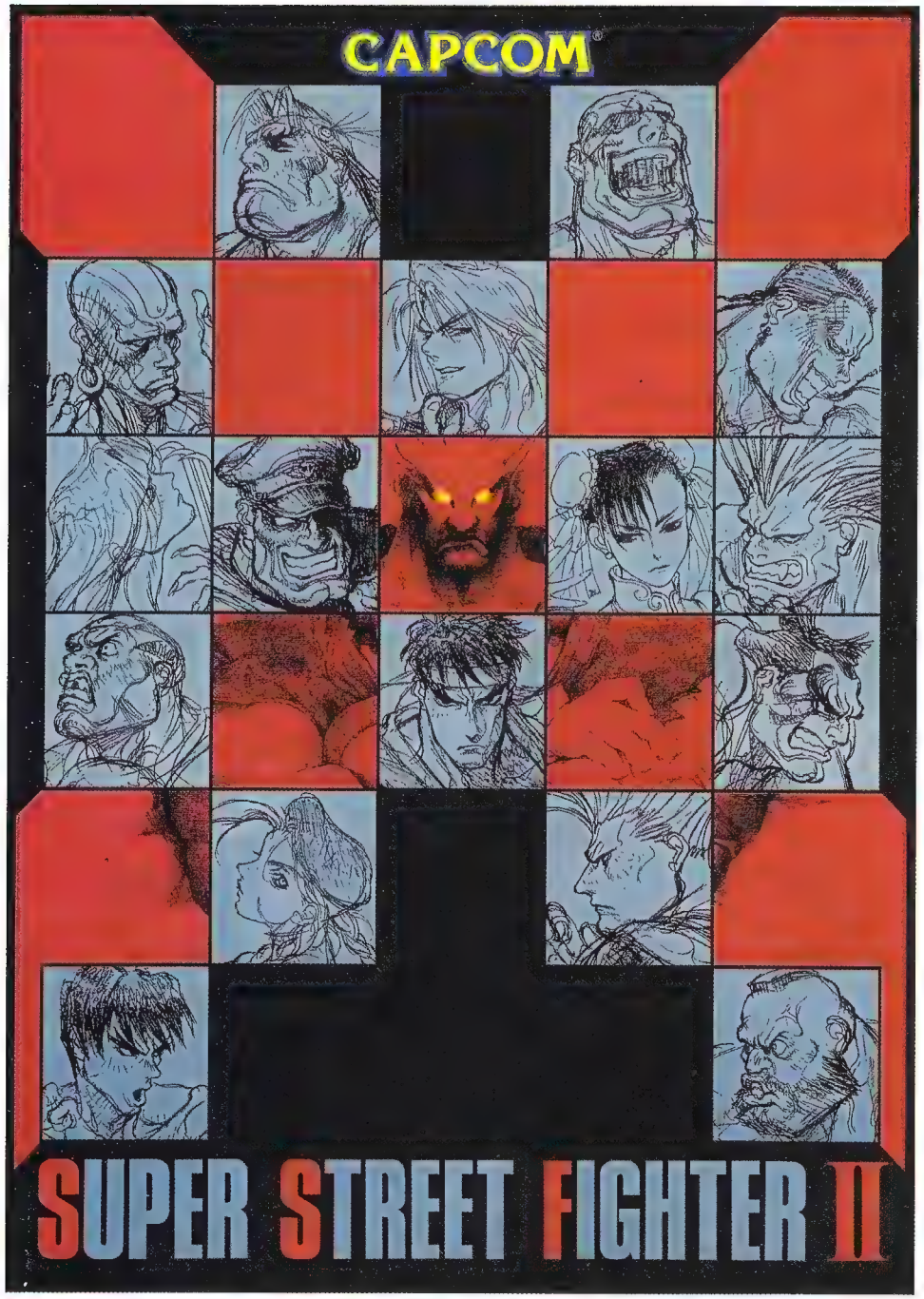
STREET FIGHTER II (Book Illustration)
Designer: AKIMAN

STREET FIGHTER II (Overseas Pamplet Art)
Designer: AKIMAN

STREET FIGHTER II (Book Illustration)
Designer: AKIMAN

STREET FIGHTER COLLECTION (Jacket Illustration)
Designer: EDAYAN

SUPER STREET FIGHTER II X REVIVAL
(Gameboy Advance Jacket)
Designer: EDAYAN



SUPER STREET FIGHTER II X (Poster Art)
Designer: NISHIMURA KINU, BENGUS, SHOEI

STREET FIGHTER II DASH (Pamphlet Art)
Designer: SHOEI

STREET FIGHTER II (Pamphlet Art)
Designer: SHOEI

STREET FIGHTER®
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CHALLENGE

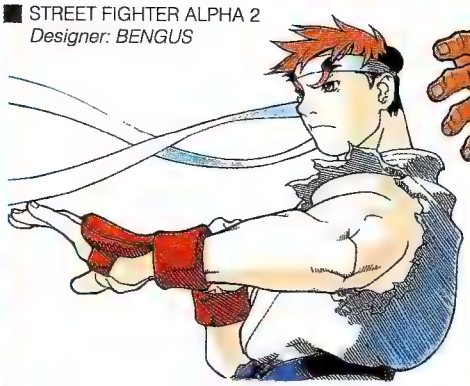
Character Illustration Gallery

From the original Street Fighter through to Street Fighter III 3rd Strike, each character's appearance has changed with the times. This chapter looks at the evolution of the Street Fighter cast.

Note: The artwork and character names in this chapter are credited using the North American Street Fighter game titles and naming conventions.

■ STREET FIGHTER II *Designer: SHOEI*

■ STREET FIGHTER ALPHA 2
Designer: BENGUS

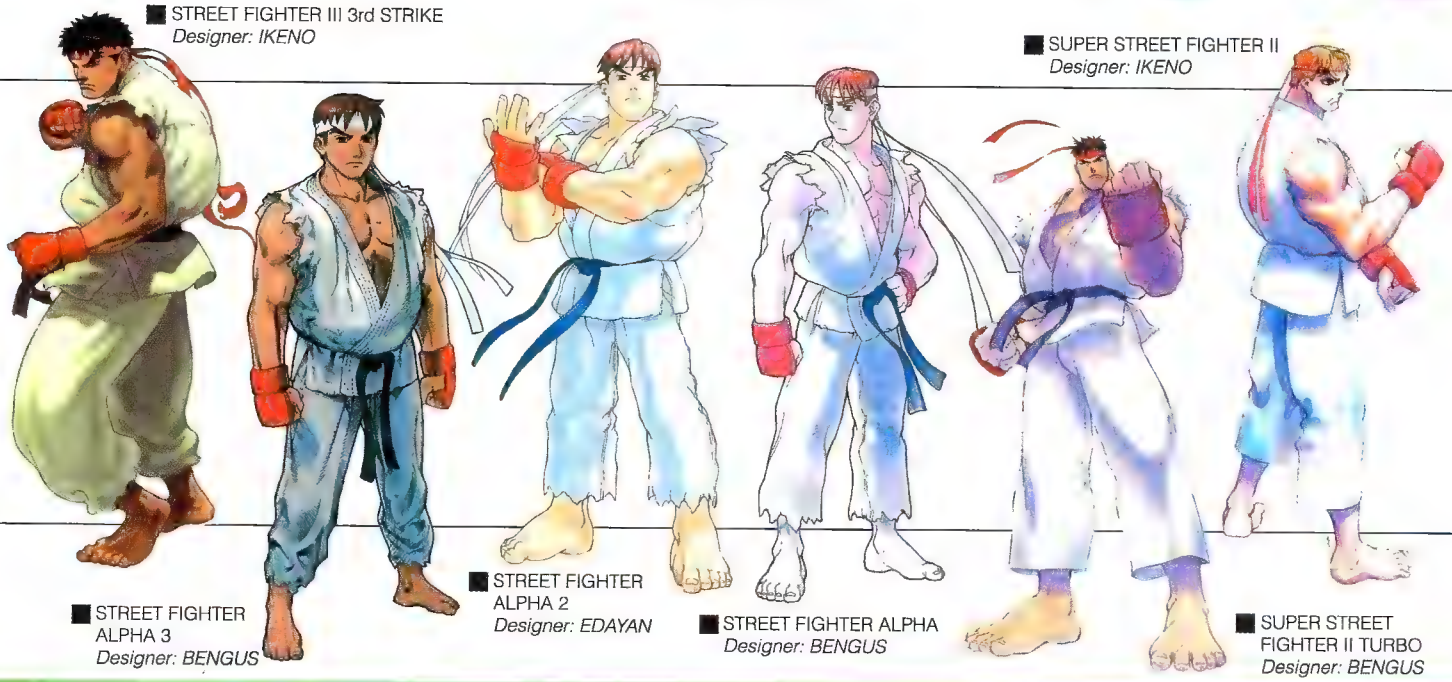


■ STREET FIGHTER III
Designer: NISHIMURA KINU

■ STREET FIGHTER III
Designer: AKIMAN

■ STREET FIGHTER ALPHA
Designer: BENGUS

■ STREET FIGHTER ALPHA
Designer: BENGUS



■ STREET FIGHTER III 3rd STRIKE
Designer: IKENO

■ STREET FIGHTER ALPHA 3
Designer: BENGUS

■ STREET FIGHTER ALPHA 2
Designer: EDAYAN

■ STREET FIGHTER ALPHA
Designer: BENGUS

■ SUPER STREET FIGHTER II
Designer: IKENO

■ SUPER STREET FIGHTER II TURBO
Designer: BENGUS

RYU

TITLES APPEARED ON
STREET FIGHTER • STREET FIGHTER II
SUPER STREET FIGHTER II CE • STREET FIGHTER II DASH TURBO
SUPER STREET FIGHTER II • SUPER STREET FIGHTER II TURBO
STREET FIGHTER ALPHA • STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3 • STREET FIGHTER III
STREET FIGHTER 2nd IMPACT • STREET FIGHTER III 3rd STRIKE

■ STREET FIGHTER III *Designer: NISHIMURA KINU*

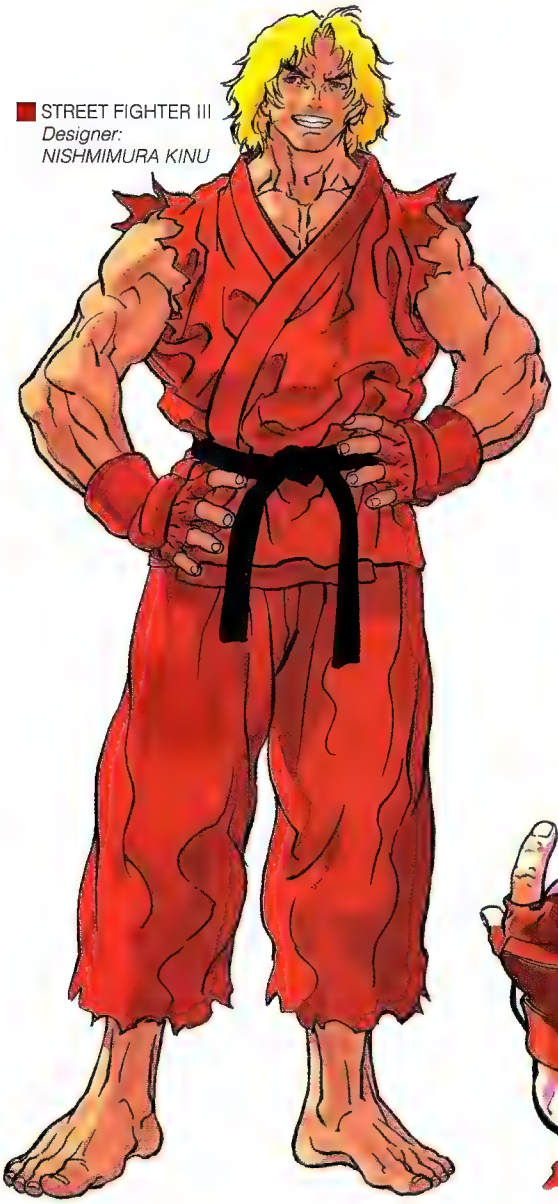
■ STREET FIGHTER III 3rd STRIKE
Designer: IKENO

■ SUPER STREET FIGHTER II
Designer: BENGUS

■ SUPER STREET FIGHTER II
Designer: NISHIMURA KINU

■ STREET FIGHTER II CE
Designer: NISHIMURA KINU

■ STREET FIGHTER II
Designer: SHOEI



STREET FIGHTER III
Designer: NISHIMURA KINU

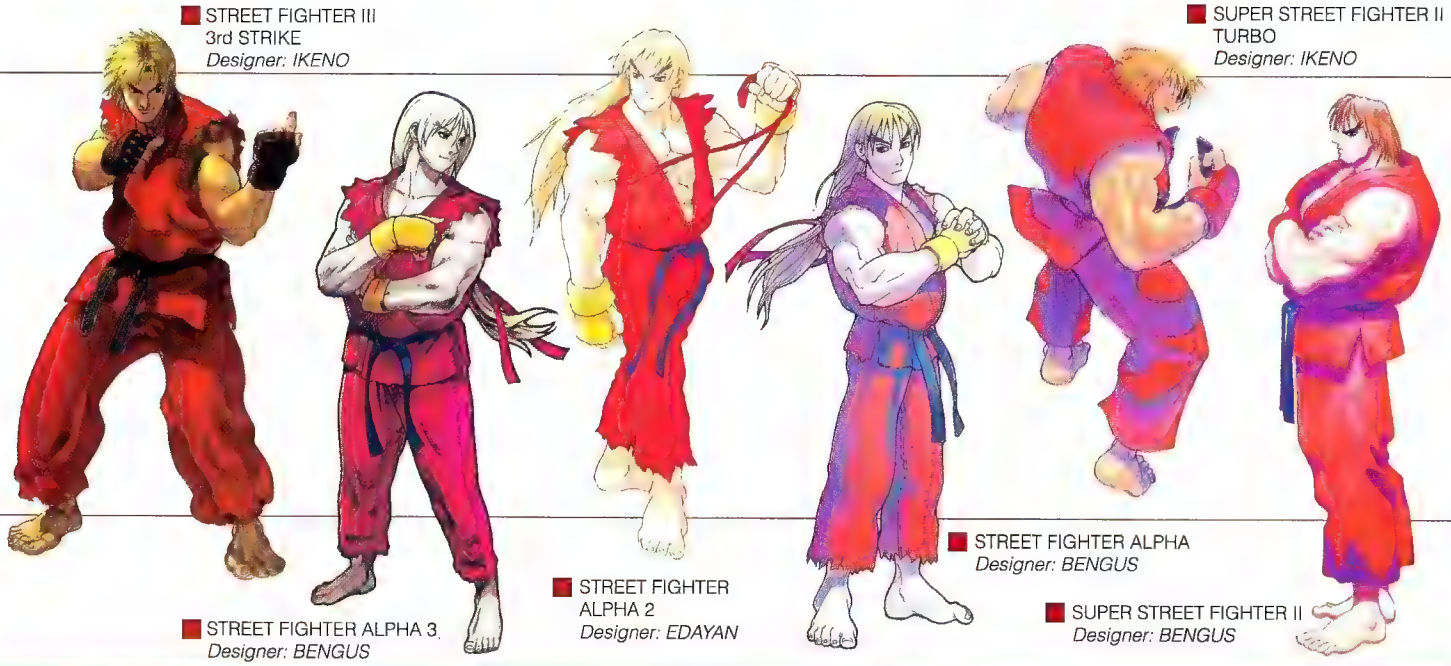
STREET FIGHTER ALPHA *Designer: BENGUS*

STREET FIGHTER III
Designer: AKIMAN

STREET FIGHTER II *Designer: SHOEI*

STREET FIGHTER III
3rd STRIKE
Designer: IKENO

SUPER STREET FIGHTER II
TURBO
Designer: IKENO



STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER
ALPHA 2
Designer: EDAYAN

STREET FIGHTER ALPHA
Designer: BENGUS

SUPER STREET FIGHTER II
Designer: BENGUS

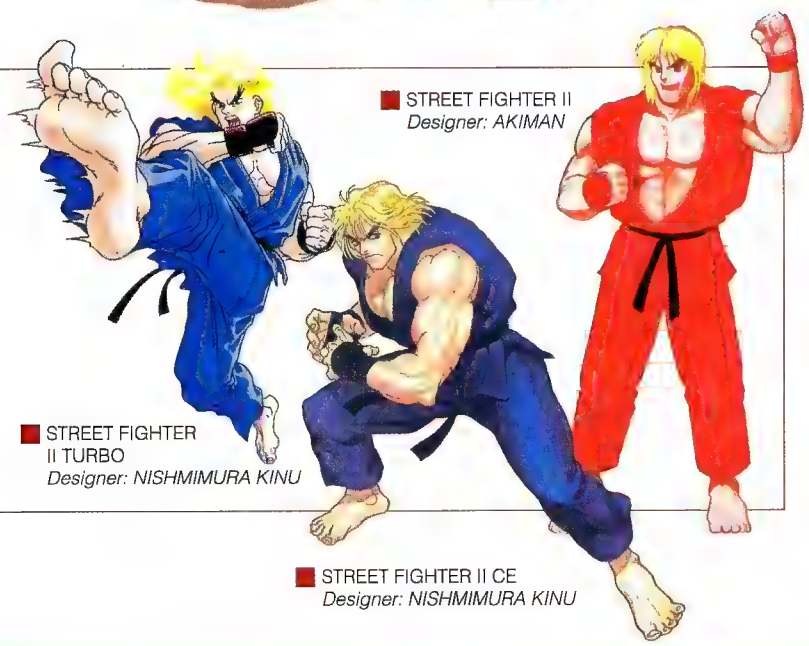
KEN

TITLES APPEARED ON
STREET FIGHTER • STREET FIGHTER II
SUPER STREET FIGHTER II CE • STREET FIGHTER II DASH TURBO
SUPER STREET FIGHTER II • SUPER STREET FIGHTER II TURBO
STREET FIGHTER ALPHA • STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3 • STREET FIGHTER III
STREET FIGHTER 2nd IMPACT • STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III *Designer: NISHIMURA KINU*

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

SUPER STREET FIGHTER II TURBO
Designer: BENGUS



STREET FIGHTER II
Designer: AKIMAN

STREET FIGHTER
II TURBO
Designer: NISHMIMURA KINU

STREET FIGHTER II CE
Designer: NISHMIMURA KINU

STREET FIGHTER II CE
Designer: NISHIMURA KINU

STREET FIGHTER ALPHA
Designer: BENGUS

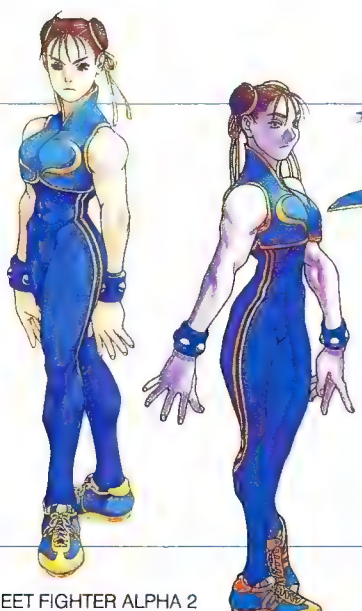
STREET FIGHTER II *Designer: AKIMAN*

STREET FIGHTER II
Designer: AKIMAN

STREET FIGHTER ALPHA 2 *Designer: IKENO*

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER ALPHA 3
Designer: BENGUS



STREET FIGHTER ALPHA 2
Designer: EDAYAN

STREET FIGHTER ALPHA
Designer: BENGUS

SUPER STREET FIGHTER II TURBO
Designer: IKENO

SUPER STREET FIGHTER II
Designer: BENGUS

CHUN-LI

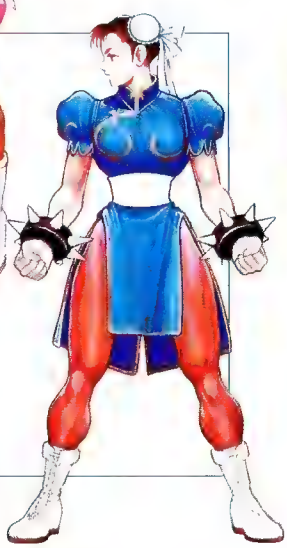
TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2 STREET FIGHTER ALPHA 3
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

SUPER STREET FIGHTER II
Designer: BENGUS

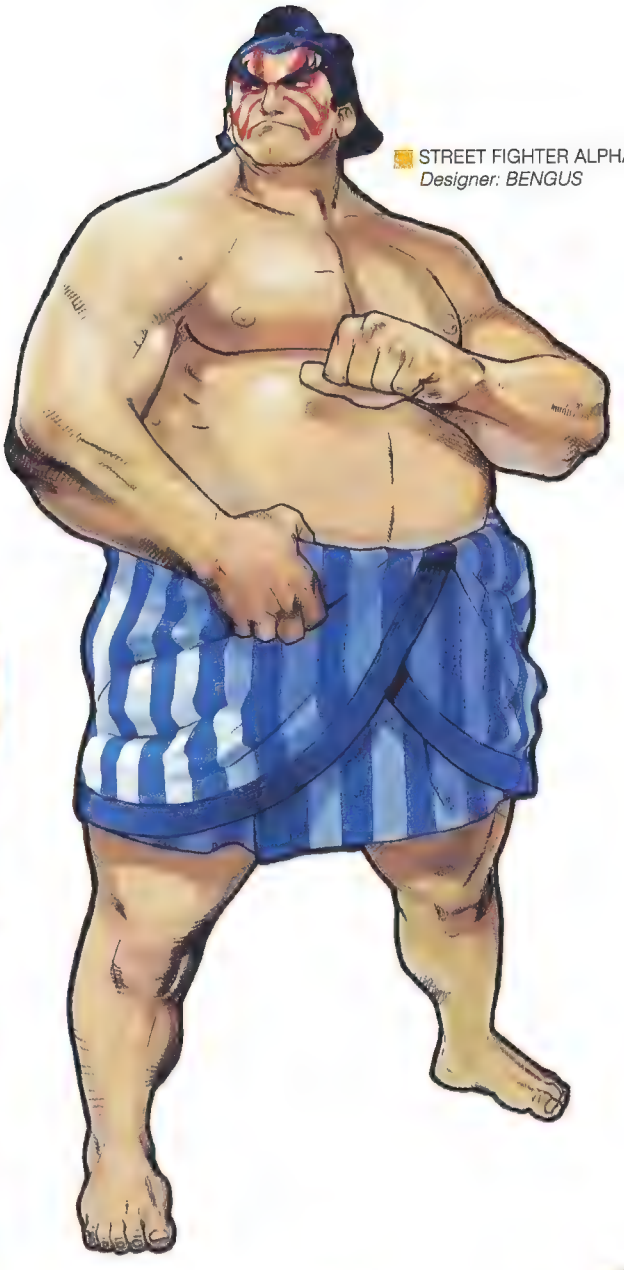
STREET FIGHTER II CE
Designer: NISHIMURA KINU

STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU



STREET FIGHTER II
Designer: AKIMAN

STREET FIGHTER II
Designer: Development Staff



STREET FIGHTER ALPHA 3
Designer: BENGUS

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU

SUPER STREET FIGHTER II TURBO
Designer: IKENO

STREET FIGHTER II CE
Designer: NISHIMURA KINU

STREET FIGHTER II
Designer: AKIMAN

E.HONDA

TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II
Designer: AKIMAN

STREET FIGHTER II
Designer: AKIMAN

STREET FIGHTER II *Designer: SENSEI*

STREET FIGHTER ALPHA 3
Designer: BENGUS

SUPER STREET FIGHTER II TURBO
Designer: IKENO

SUPER STREET FIGHTER II *Designer: BENGUS*

STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU

STREET FIGHTER II DASH
Designer: NISHIMURA KINU

STREET FIGHTER II
Designer: AKIMAN

BLANKA

TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA 3

STREET FIGHTER II
Designer: NISHIMURA KINU

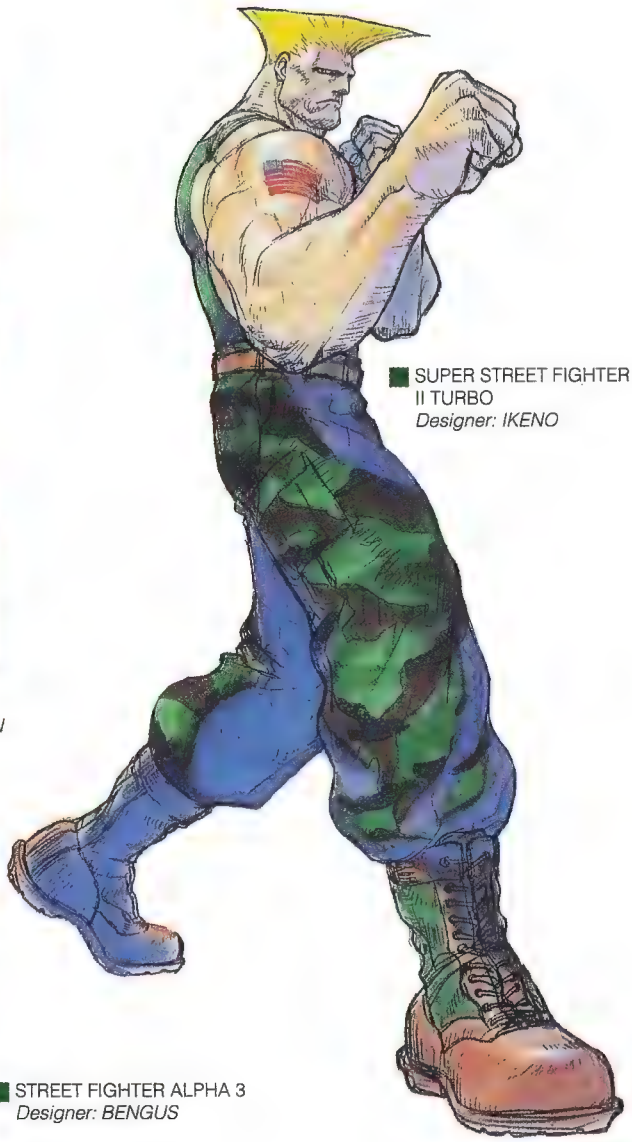
SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II
Designer: AKIMAN

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II *Designer: AKIMAN*

STREET FIGHTER ALPHA 3
Designer: BENGUS



SUPER STREET FIGHTER II TURBO
Designer: IKENO

STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU

STREET FIGHTER II CE
Designer: NISHIMURA KINU

STREET FIGHTER II
Designer: Development Staff

GUILE

TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA 3

STREET FIGHTER II
Designer: AKIMAN

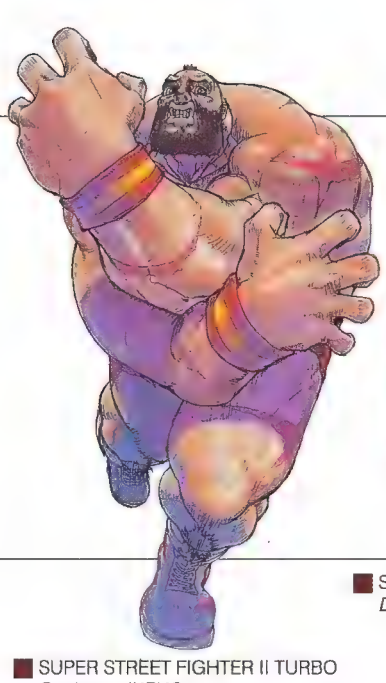
SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II *Designer: AKIMAN*

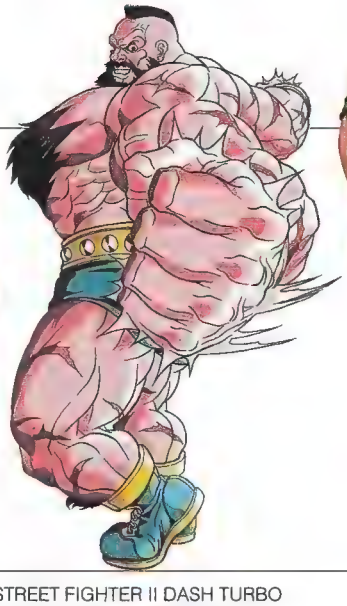
■ STREET FIGHTER ALPHA 3
Designer: BENGUS

■ STREET FIGHTER ALPHA 2
Designer: BENGUS

■ STREET FIGHTER II
Designer: Development Staff



■ SUPER STREET FIGHTER II TURBO
Designer: IKENO



■ STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU

■ STREET FIGHTER II CE
Designer: NISHIMURA KINU

■ STREET FIGHTER II
Designer: AKIMAN

ZANGIEF

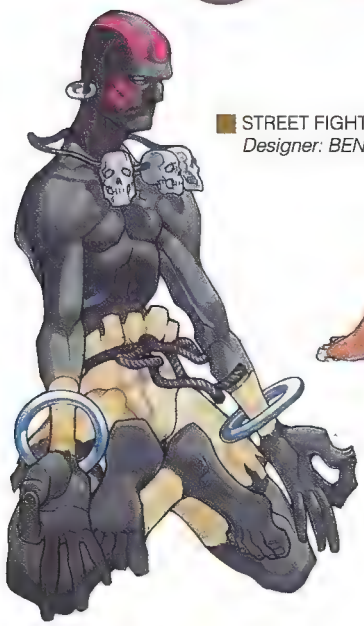
TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II
Designer: BENGUS

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II *Designer: AKIMAN*

STREET FIGHTER II
Designer: Development Staff



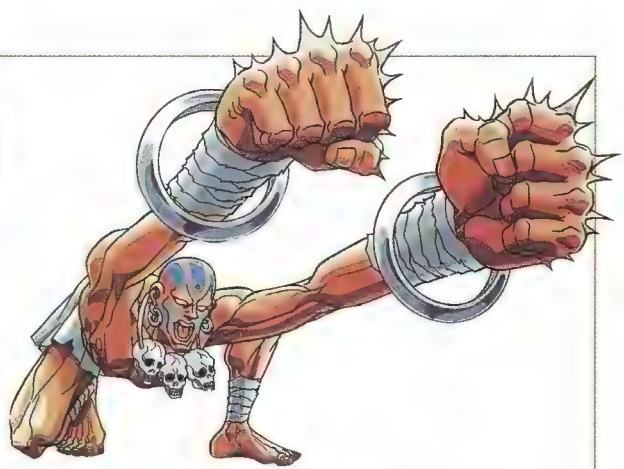
STREET FIGHTER ALPHA 2
Designer: BENGUS

SUPER STREET FIGHTER II TURBO
Designer: IKENO

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER II
Designer: Development Staff

STREET FIGHTER II CE
Designer: NISHIMURA KINU



STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU

DHALSIM

TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II
Designer: BENGUS

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II *Designer: AKIMAN*

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER ALPHA 3 *Designer: BENGUS*

STREET FIGHTER II
Designer: Development Team

STREET FIGHTER II
DASH TURBO
Designer: NISHIMURA KINU

STREET FIGHTER II CE
Designer: NISHIMURA KINU

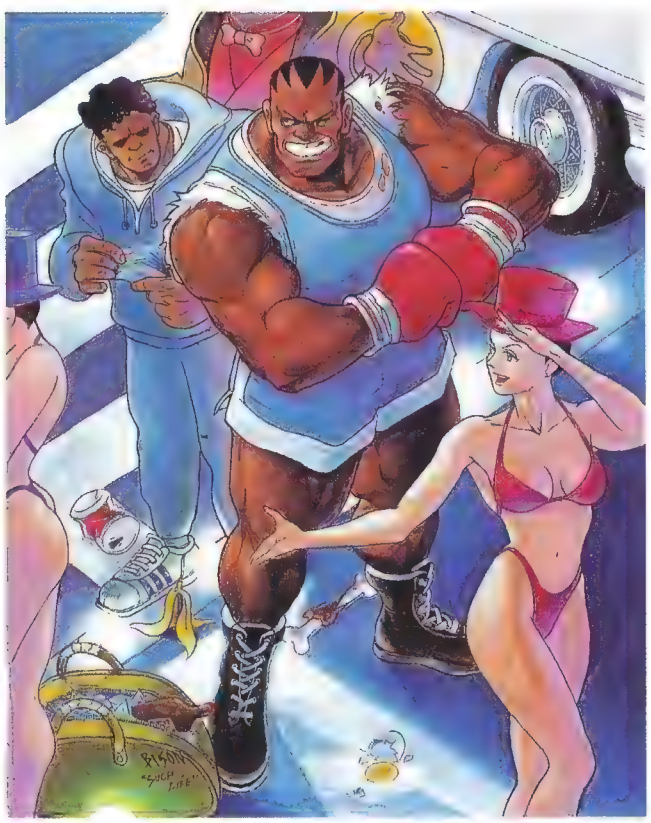
STREET FIGHTER II
Designer: Development Team

BALROG

TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II TURBO
Designer: IKENO

SUPER STREET FIGHTER II
Designer: BENGUS

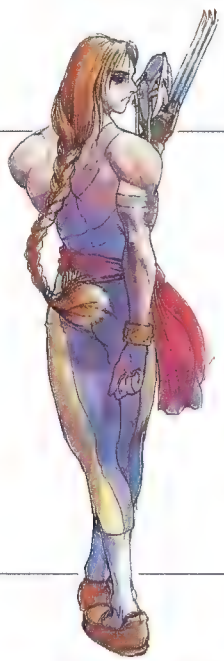


STREET FIGHTER II *Designer: AKIMAN*

■ STREET FIGHTER II
Designer: Development Team

■ STREET FIGHTER ALPHA 3
Designer: BENGUS

■ STREET FIGHTER II
Designer: Development Team



■ SUPER STREET FIGHTER II
Designer: BENGUS

■ STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU

■ STREET FIGHTER II CE
Designer: NISHIMURA KINU

■ STREET FIGHTER II
Designer: Development Team

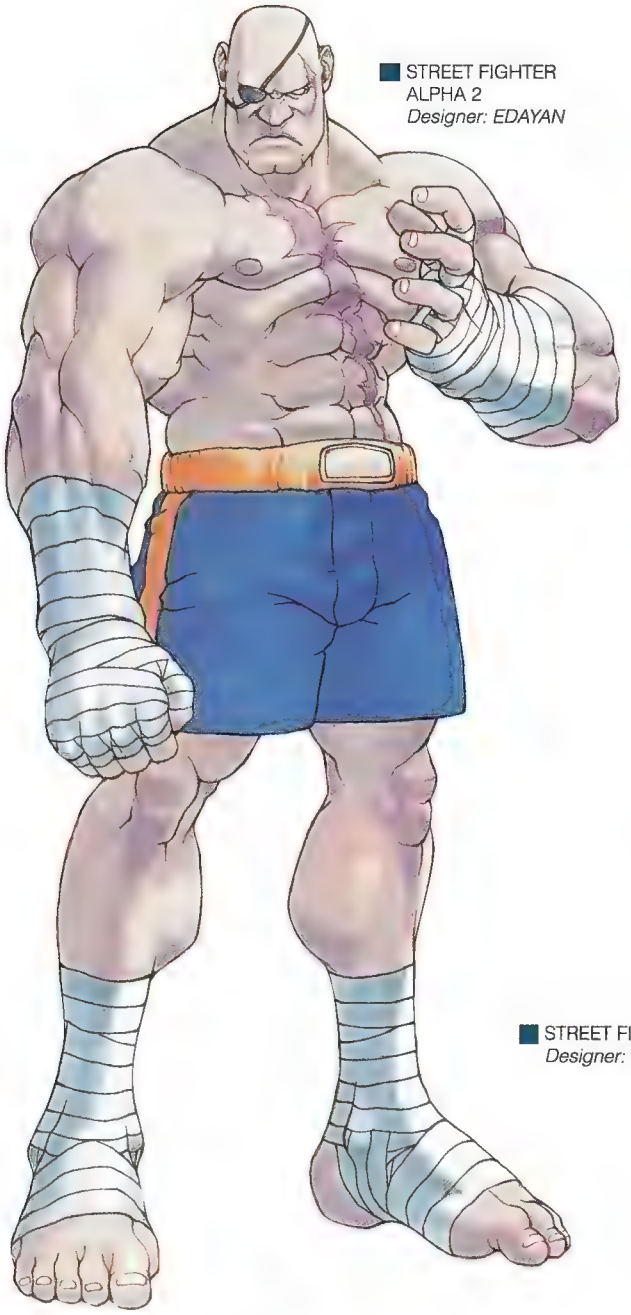
VEGA

TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA 3

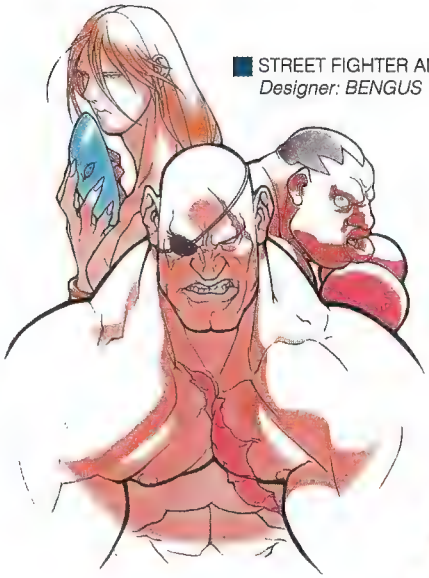
SUPER STREET FIGHTER II TURBO
Designer: IKENO

STREET FIGHTER II *Designer: NISHIMURA KINU*

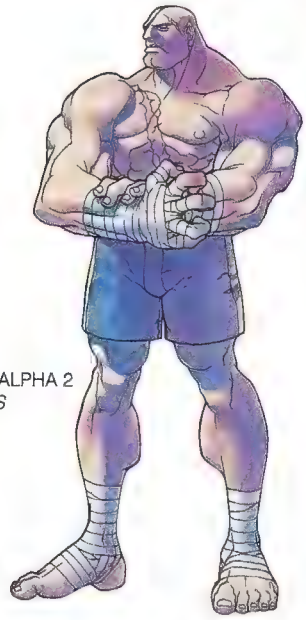
SUPER STREET FIGHTER II
Designer: BENGUS



■ STREET FIGHTER ALPHA 2
Designer: EDAYAN

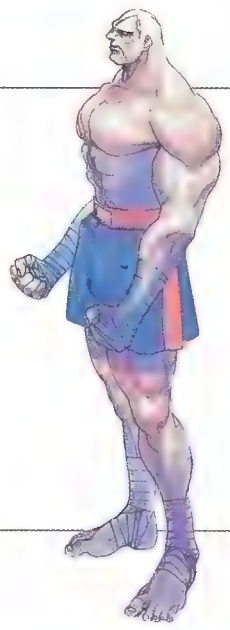


■ STREET FIGHTER ALPHA
Designer: BENGUS



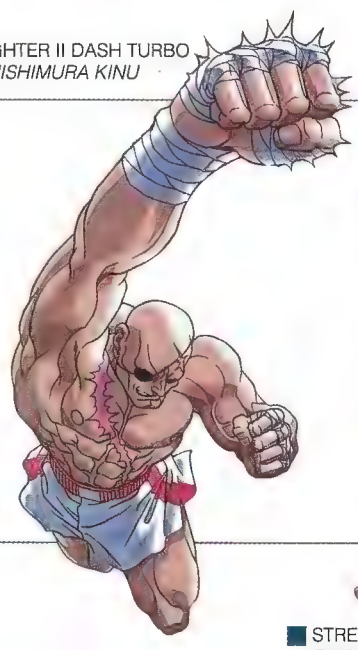
■ STREET FIGHTER ALPHA 2
Designer: BENGUS

■ STREET FIGHTER ALPHA 3
Designer: BENGUS



■ SUPER STREET FIGHTER II
Designer: BENGUS

■ STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU



■ STREET FIGHTER II CE
Designer: NISHIMURA KINU

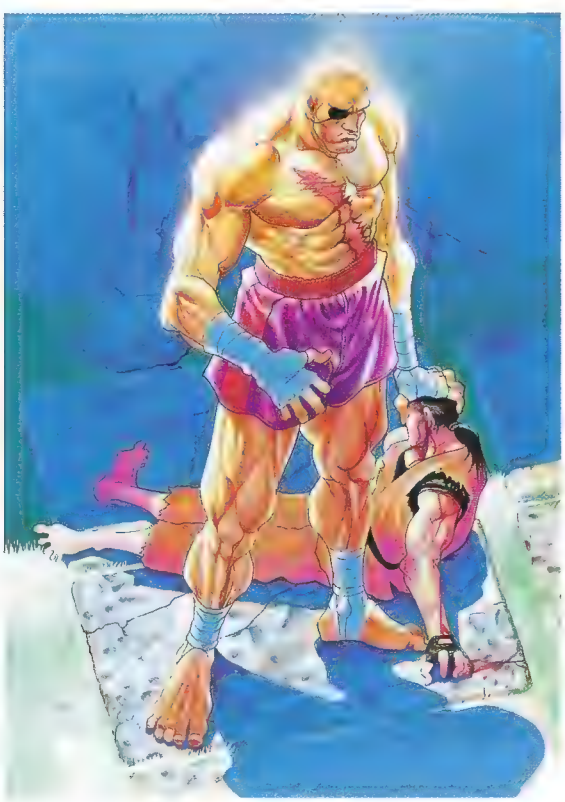
■ STREET FIGHTER II
Designer: Development Team

SAGAT

TITLES APPEARED ON
STREET FIGHTER • STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2 • STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II TURBO
Designer: IKENO

SUPER STREET FIGHTER II
Designer: BENGUS



STREET FIGHTER II *Designer: AKIMAN*

STREET FIGHTER ALPHA 3
Designer: EDAYAN

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER II TURBO *Designer: IKENO*

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER II DASH TURBO
Designer: NISHIMURA KINU

STREET FIGHTER II
Designer: NISHIMURA KINU

STREET FIGHTER II
Designer: Development Team

M.BISON

TITLES APPEARED ON
STREET FIGHTER II • SUPER STREET FIGHTER II CE
STREET FIGHTER II DASH TURBO • SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2 • STREET FIGHTER ALPHA 3

STREET FIGHTER II
Designer: Development Team

STREET FIGHTER II *Designer: SHOEI*

SUPER STREET FIGHTER II
Designer: BENGUS

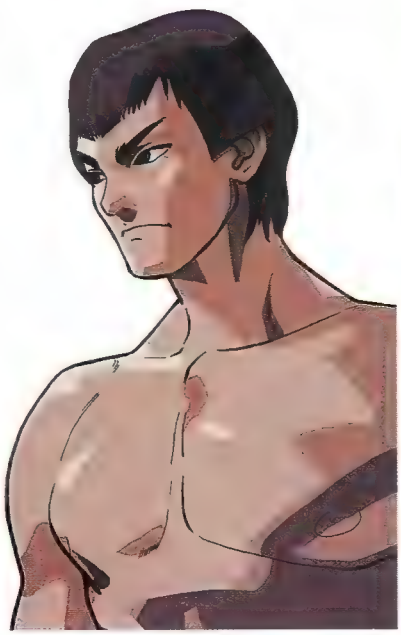
FEI-LONG

TITLES APPEARED ON
SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO
STREET FIGHTER ALPHA 3

■ SUPER STREET FIGHTER II
Designer: BENGUS

■ SUPER STREET FIGHTER II TURBO
Designer: IKENO

■ SUPER STREET FIGHTER II
Designer: BENGUS



■ STREET FIGHTER ALPHA 3
Designer: BENGUS

DEEJAY

TITLES APPEARED ON
SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO
STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II TURBO
Designer: IKENO

SUPER STREET FIGHTER II
Designer: BENGUS

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

T.HAWK

TITLES APPEARED ON
SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO
STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II
Designer: BENGUS

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER
ALPHA 3
Designer: BENGUS

SUPER STREET
FIGHTER II TURBO
Designer: IKENO

CAMMY

TITLES APPEARED ON
SUPER STREET FIGHTER II
SUPER STREET FIGHTER II TURBO
STREET FIGHTER ALPHA 3

SUPER STREET FIGHTER II
Designer: BENGUS

SUPER STREET FIGHTER II TURBO
Designer: IKENO

SUPER STREET FIGHTER II
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

AKUMA

TITLES APPEARED ON
SUPER STREET FIGHTER II TURBO • STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2 • STREET FIGHTER ALPHA 3
STREET FIGHTER III 2nd IMPACT • STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III 3rd STRIKE
Designer: BENGUS

SUPER STREET FIGHTER II TURBO
Designer: BENGUS

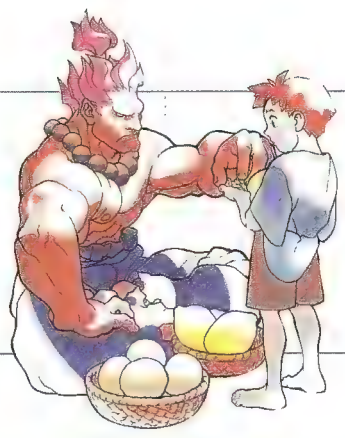
STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: EDAYAN

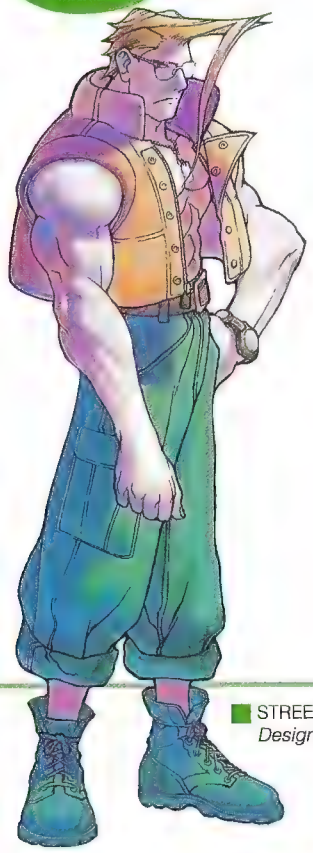
SUPER STREET FIGHTER II TURBO
Designer: IKENO



STREET FIGHTER ALPHA
Designer: BENGUS

CHARLIE

TITLES APPEARED ON
STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3



STREET FIGHTER ALPHA
Designer: BENGUS

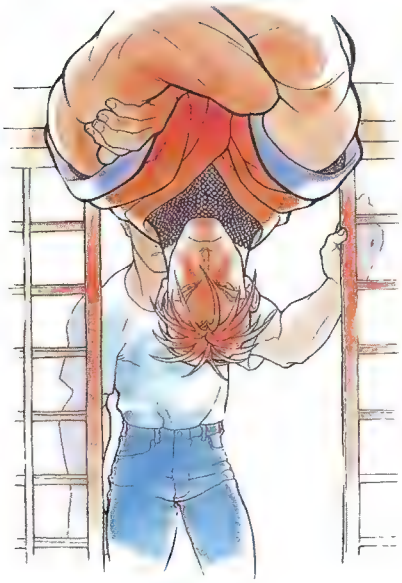
STREET FIGHTER ALPHA 3
Designer: EDAYAN

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 2
Designer: EDAYAN



STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

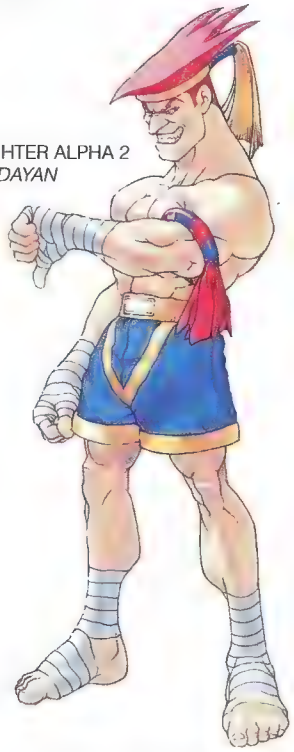
GUY

TITLES APPEARED ON
STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

ADON

TITLES APPEARED ON
STREET FIGHTER • STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA
Designer: BENGUS



STREET FIGHTER ALPHA 2
Designer: EDAYAN

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

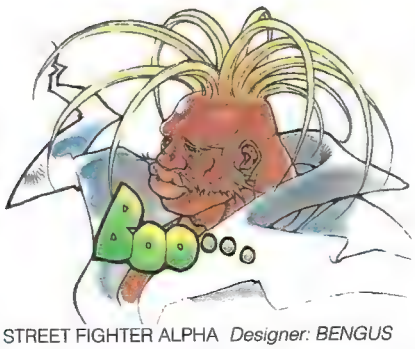
STREET FIGHTER ALPHA 2
Designer: EDAYAN

ROSE

TITLES APPEARED ON
STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS



STREET FIGHTER ALPHA *Designer: BENGUS*

STREET FIGHTER ALPHA
Designer: BENGUS

BIRDIE

TITLES APPEARED ON
STREET FIGHTER
STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA 3
Designer: EDAYAN

STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: EDAYAN

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA
Designer: BENGUS

SODOM

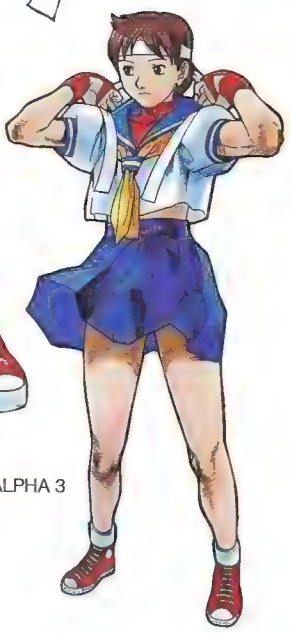
TITLES APPEARED ON
STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

SAKURA

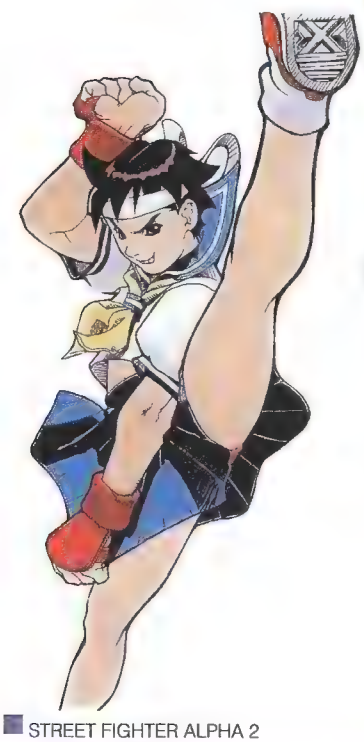
TITLES APPEARED ON
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA 2
Designer: IKENO

STREET FIGHTER ALPHA 2
Designer: BENGUS



STREET FIGHTER ALPHA 3
Designer: BENGUS



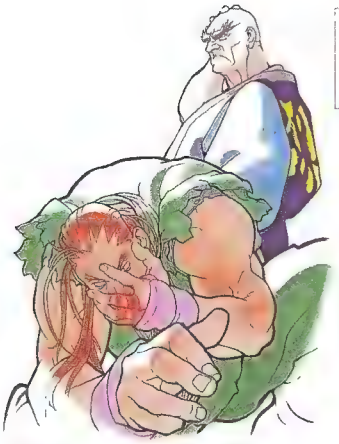
STREET FIGHTER ALPHA 2
Designer: IKENO

STREET FIGHTER ALPHA 2
Designer: IKENO

STREET FIGHTER ALPHA 2
Designer: Production Team

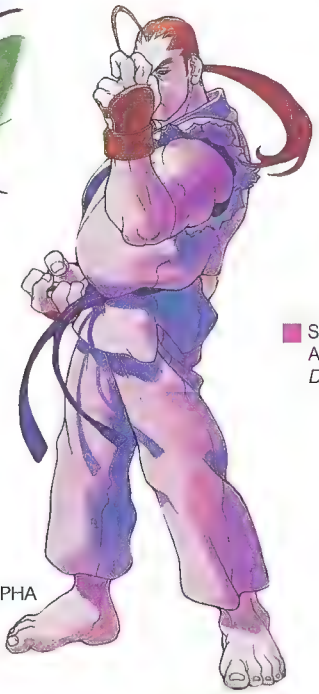
DAN

TITLES APPEARED ON
STREET FIGHTER ALPHA
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

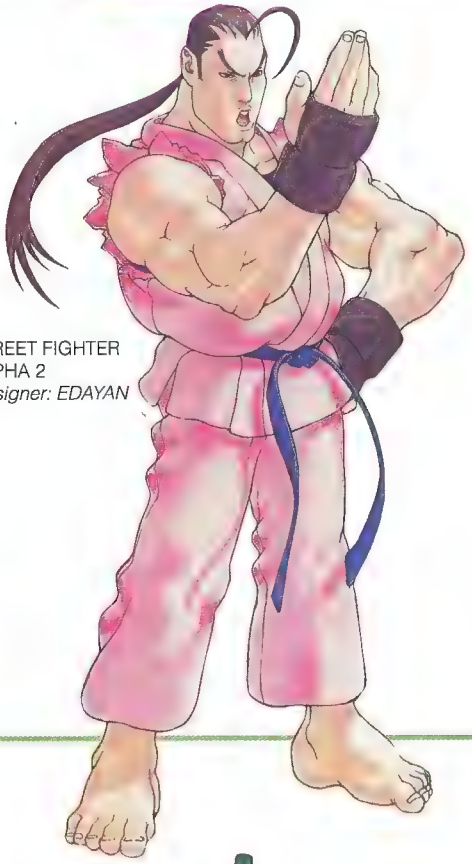


STREET FIGHTER ALPHA
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS



STREET FIGHTER ALPHA
Designer: BENGUS



STREET FIGHTER ALPHA 2
Designer: EDAYAN

STREET FIGHTER ALPHA 2
Designer: EDAYAN

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: EDAYAN

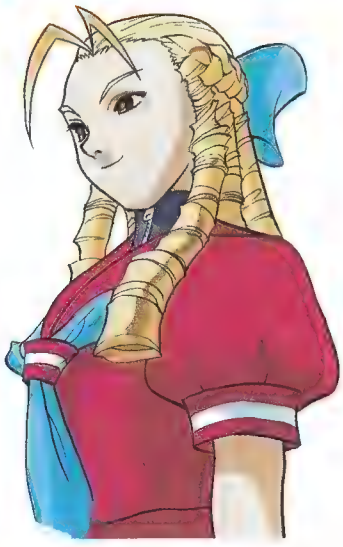
ROLENTO

TITLES APPEARED ON
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

KARIN

TITLES APPEARED ON
STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA 3
Designer: BENGUS



STREET FIGHTER
ALPHA 3
Designer: BENGUS

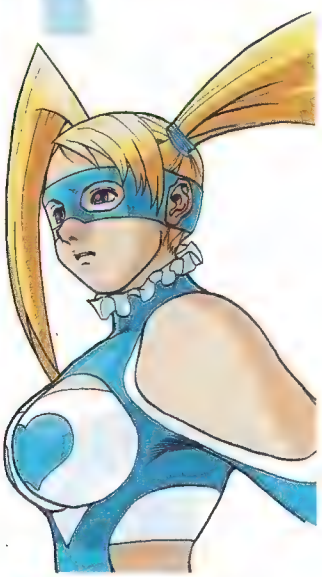
STREET FIGHTER ALPHA 3
Designer: BENGUS

R.MIKA

STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA 3 *Designer: BENGUS*



STREET FIGHTER ALPHA 3
Designer: BENGUS

CODY

TITLES APPEARED ON
STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

GEN

TITLES APPEARED ON
STREET FIGHTER
STREET FIGHTER ALPHA 2
STREET FIGHTER ALPHA 3

STREET FIGHTER
ALPHA 2
Designer: BENGUS

STREET FIGHTER
ALPHA 3
Designer: BENGUS

STREET FIGHTER
ALPHA 3
Designer:
BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

JULI&JUNI

TITLES APPEARED ON
STREET FIGHTER ALPHA 3

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER ALPHA 3
Designer: BENGUS

STREET FIGHTER
ALPHA 3
Designer:
BENGUS

STREET FIGHTER
ALPHA 3
Designer: BENGUS

YUN

TITLES APPEARED ON
STREET FIGHTER III
STREET FIGHTER III 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III 3rd STRIKE
Designer: AKIMAN

STREET FIGHTER III *Designer: NISHIMURA KINU*

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III
Designer: NISHIMURA KINU

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III
Designer: AKIMAN

STREET FIGHTER III
Designer: NISHIMURA KINU

YANG

TITLES APPEARED ON
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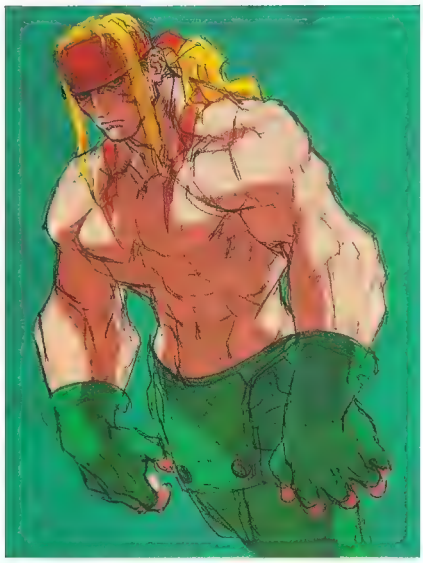
STREET FIGHTER III 2nd IMPACT
STREET FIGHTER III 3rd STRIKE



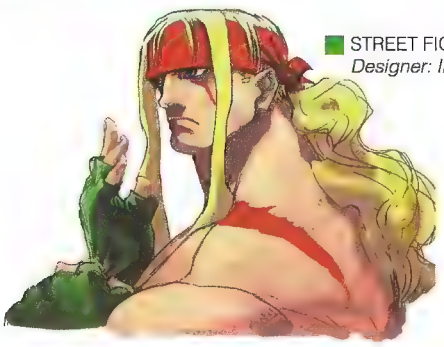
STREET FIGHTER III *Designer: NISHIMURA KINU*

ALEX

TITLES APPEARED ON
STREET FIGHTER III
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III
Designer: NISHIMURA KINU



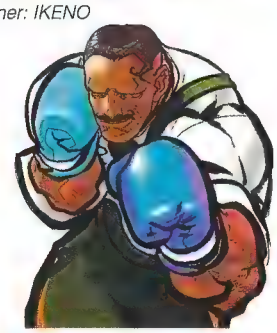
STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III
Designer: AKIMAN

STREET FIGHTER III
Designer: NISHIMURA KINU

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III
Designer: NISHIMURA KINU



STREET FIGHTER III
Designer: AKIMAN

DUDLEY

TITLES APPEARED ON
STREET FIGHTER III
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III 3rd STRIKE *Designer: IKENO*

SEAN

TITLES APPEARED IN
STREET FIGHTER III
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III
Designer:
NISHIMURA KINU

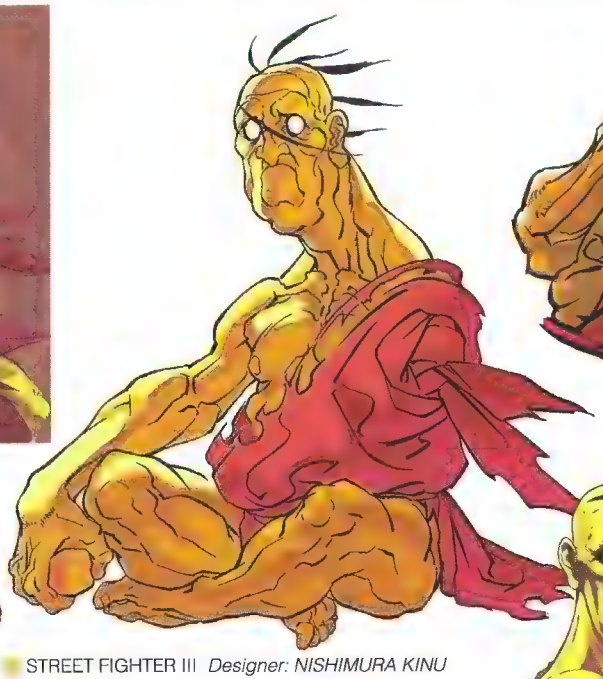
STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III
Designer: NISHIMURA KINU

STREET FIGHTER III
3rd STRIKE
Designer: IKENO

STREET FIGHTER III
Designer: AKIMAN

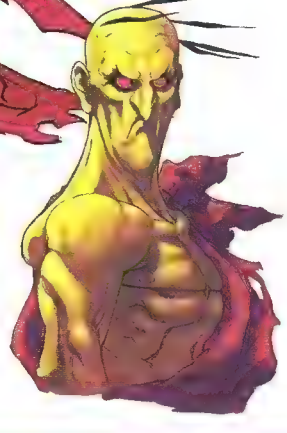
STREET FIGHTER III
Designer: NISHIMURA KINU



STREET FIGHTER III *Designer: NISHIMURA KINU*

STREET FIGHTER III
Designer: AKIMAN

STREET FIGHTER III
3rd STRIKE
Designer: IKENO



STREET FIGHTER III
3rd STRIKE
Designer: IKENO

ORO

TITLES APPEARED IN
STREET FIGHTER III
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

BUKI

TITLES APPEARED ON
STREET FIGHTER III
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III
Designer: NISHIMURA KINU

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

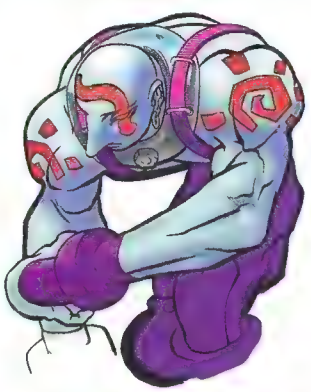
STREET FIGHTER III
3rd STRIKE
Designer: IKENO

STREET FIGHTER III *Designer: NISHIMURA KINU*

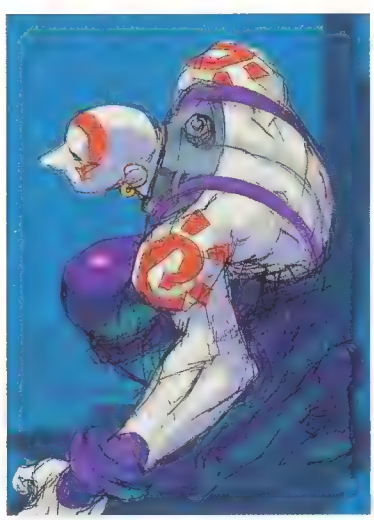
STREET FIGHTER III
Designer: AKIMAN

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

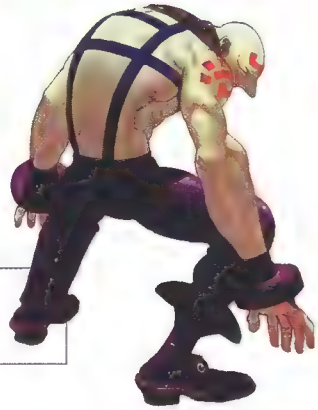
STREET FIGHTER III
Designer: NISHIMURA KINU



STREET FIGHTER III
Designer: AKIMAN



STREET FIGHTER III
Designer: NISHIMURA KINU



STREET FIGHTER III 3rd STRIKE
Designer: IKENO

NECRO

TITLES APPEARED ON
STREET FIGHTER III
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

HUGO

TITLES APPEARED ON
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III
3rd STRIKE
Designer: IKENO

STREET FIGHTER III
2nd IMPACT
Designer: IKENO

STREET FIGHTER III 2nd IMPACT
Designer: IKENO

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

URIEN

TITLES APPEARED ON
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III
3rd STRIKE
Designer: IKENO

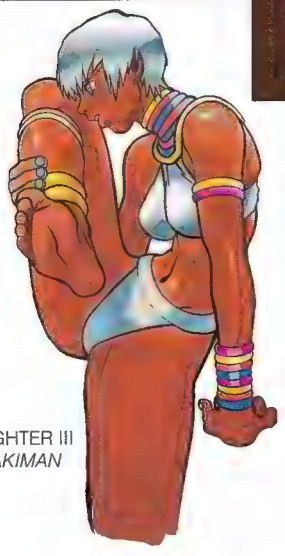
TWELVE

TITLES APPEARED ON
STREET FIGHTER III 3rd STRIKE

ELENA

TITLES APPEARED ON
STREET FIGHTER III
STREET FIGHTER 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

■ STREET FIGHTER III
Designer:
NISHIMURA KINU



■ STREET FIGHTER III
Designer: AKIMAN

■ STREET FIGHTER III
3rd STRIKE
Designer: IKENO

■ STREET FIGHTER III 3rd STRIKE
Designer: IKENO

■ STREET FIGHTER III
Designer: NISHIMURA KINU

■ STREET FIGHTER III 3rd STRIKE
Designer: IKENO

■ STREET FIGHTER III 3rd STRIKE
Designer: IKENO

MAKOTO

STREET FIGHTER III 3rd STRIKE

Q

TITLES APPEARED ON
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

STREET FIGHTER III 3rd STRIKE
Designer: IKENO

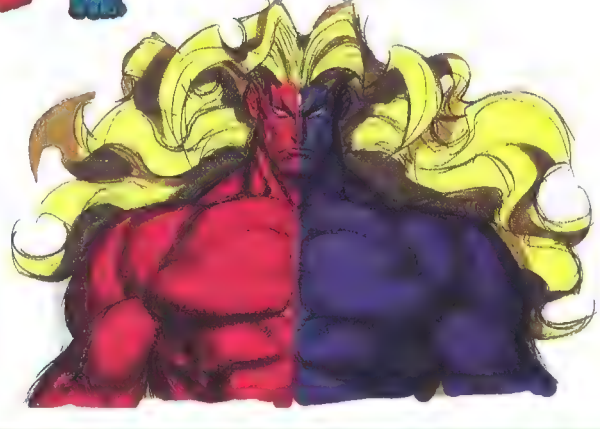
STREET FIGHTER III 3rd STRIKE
Designer: IKENO

REMY

TITLES APPEARED ON
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER III
3rd STRIKE
Designer: IKENO

STREET FIGHTER III 3rd STRIKE
Designer: IKENO



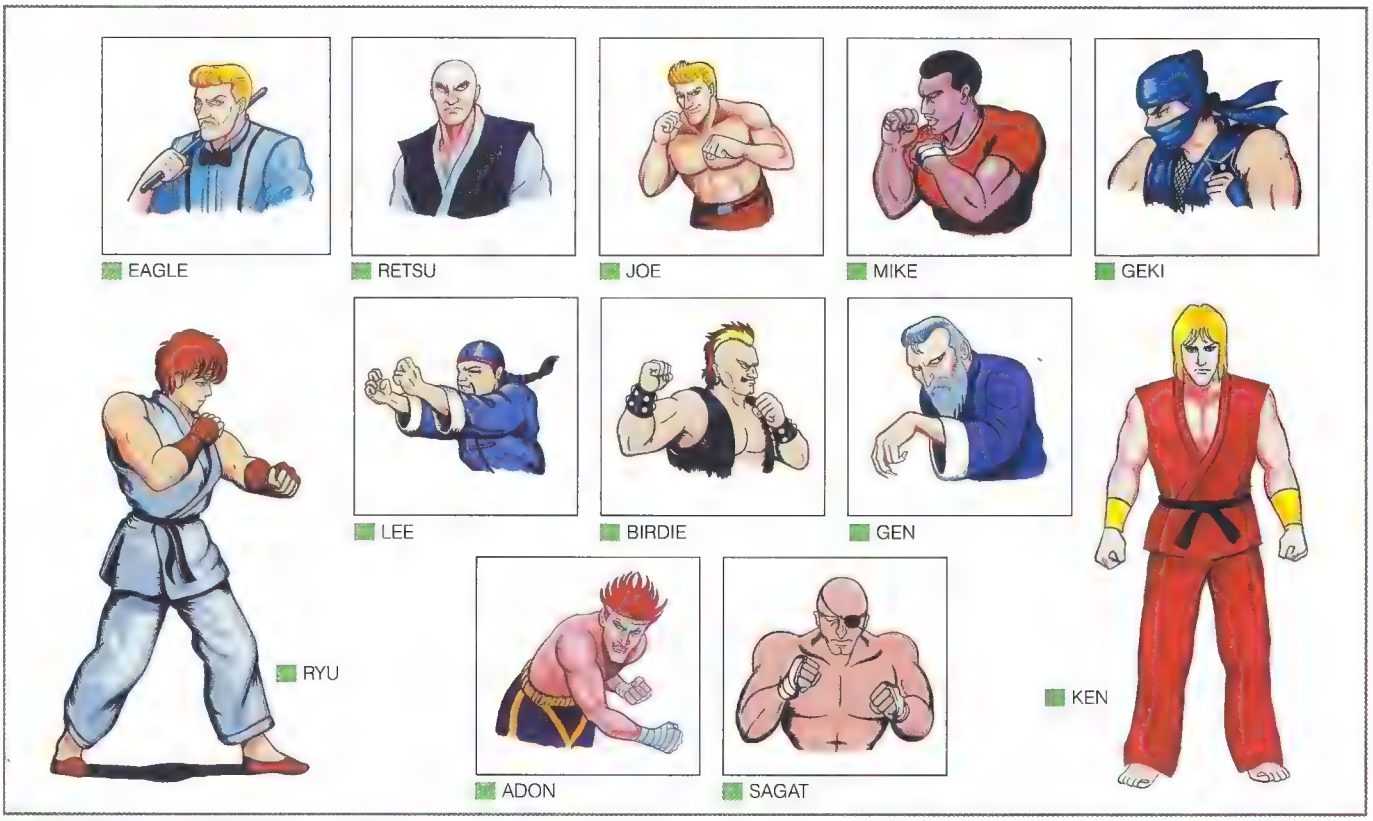
STREET FIGHTER III 3rd STRIKE
Designer: IKENO

GILL

TITLES APPEARED ON
STREET FIGHTER III
STREET FIGHTER III 2nd IMPACT
STREET FIGHTER III 3rd STRIKE

SUPER STREET FIGHTER II TURBO Revival (Character Illustration)
Designer: EDAYAN

STREET FIGHTER [IMAGE ILLUSTRATION]
Designer: BENGUS



STREET FIGHTER [PROMO ILLUSTRATION]
Designer: Development Team

STREET FIGHTER® ETERNAL CHALLENGE

SPECIAL Illustration Gallery: 02

Continuing from the previous Special Illustration Gallery chapter, this gallery contains special artwork from other various media. There are many valuable and rarely seen illustrations in this gallery that should surprise even the most die-hard Street Fighter fan.

Note: The artwork in this chapter is credited using the Japanese Street Fighter game titles. In many cases, the artwork in this section was never used in the North American market, so toggling back and forth between the two versions would have made it quite confusing.

STREET FIGHTER ZERO 2 (Book Illustration)
Designer: EDAYAN

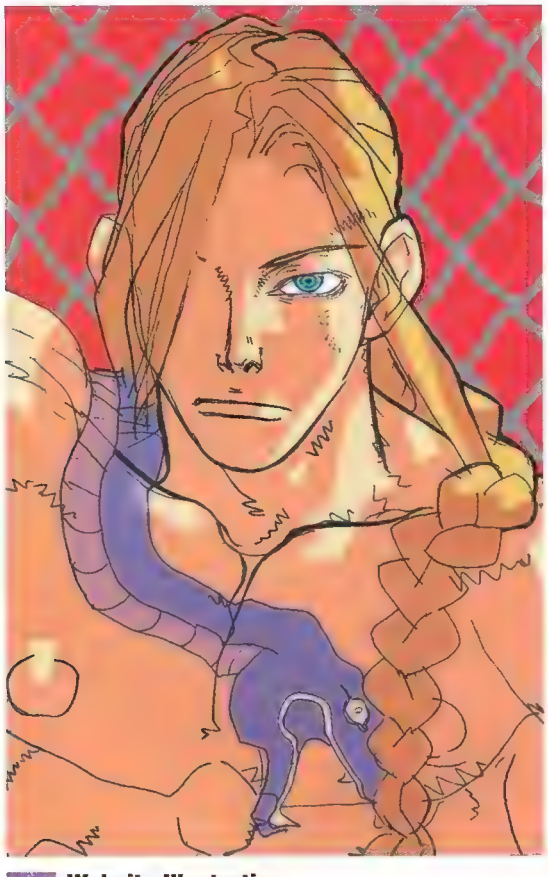
STREET FIGHTER ZERO 2 (Book Illustration)
Designer: MAEDA SHIMA

STREET FIGHTER II (Signing Board Art)
Designer: AKIMAN

STREET FIGHTER III 3rd STRIKE (Secret File Art)
Designer: HARUMARU

Website Illustration
Designer: AKIMAN

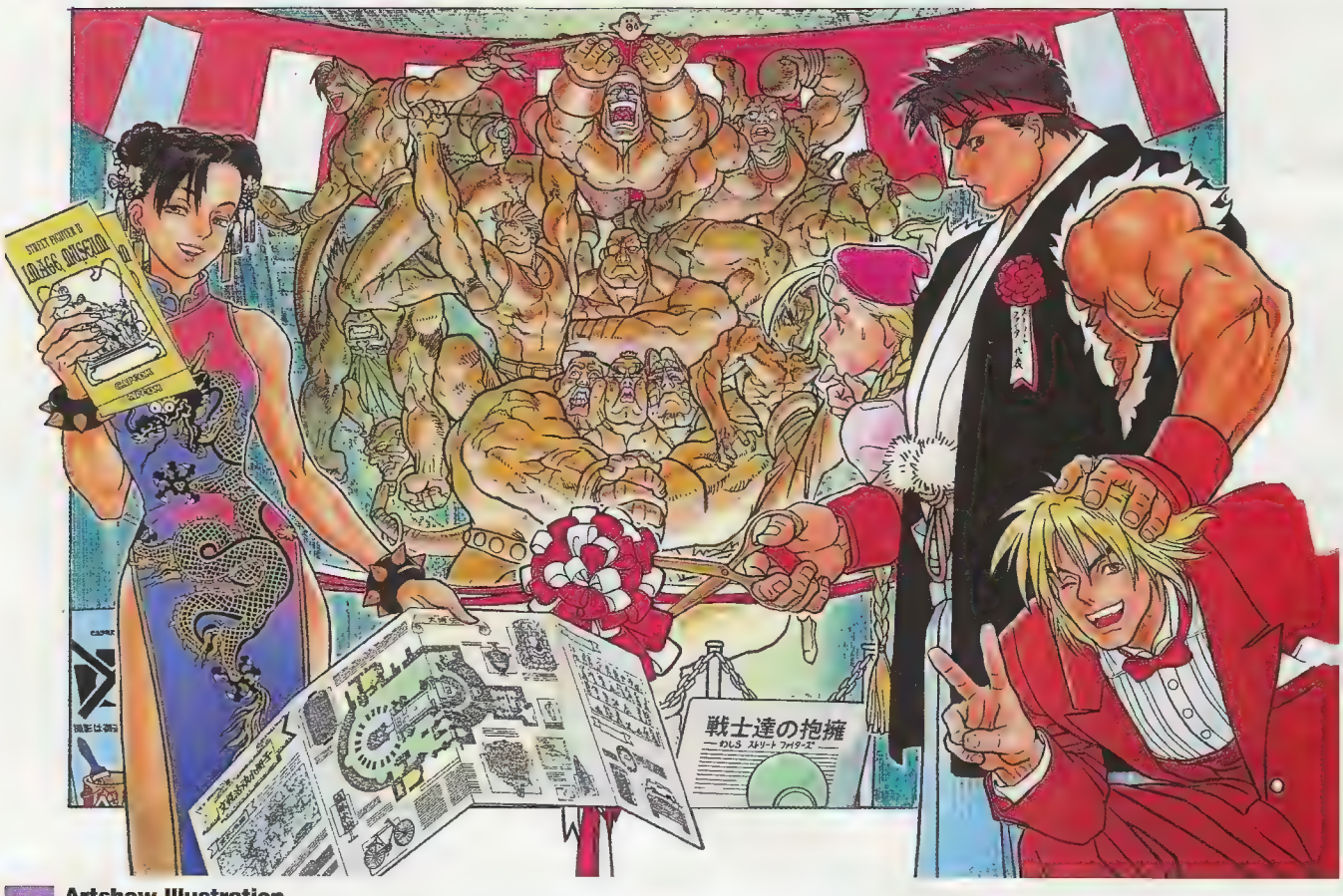
STREET FIGHTER ZERO 2 (Secret File Art)
Designer: BENGUS



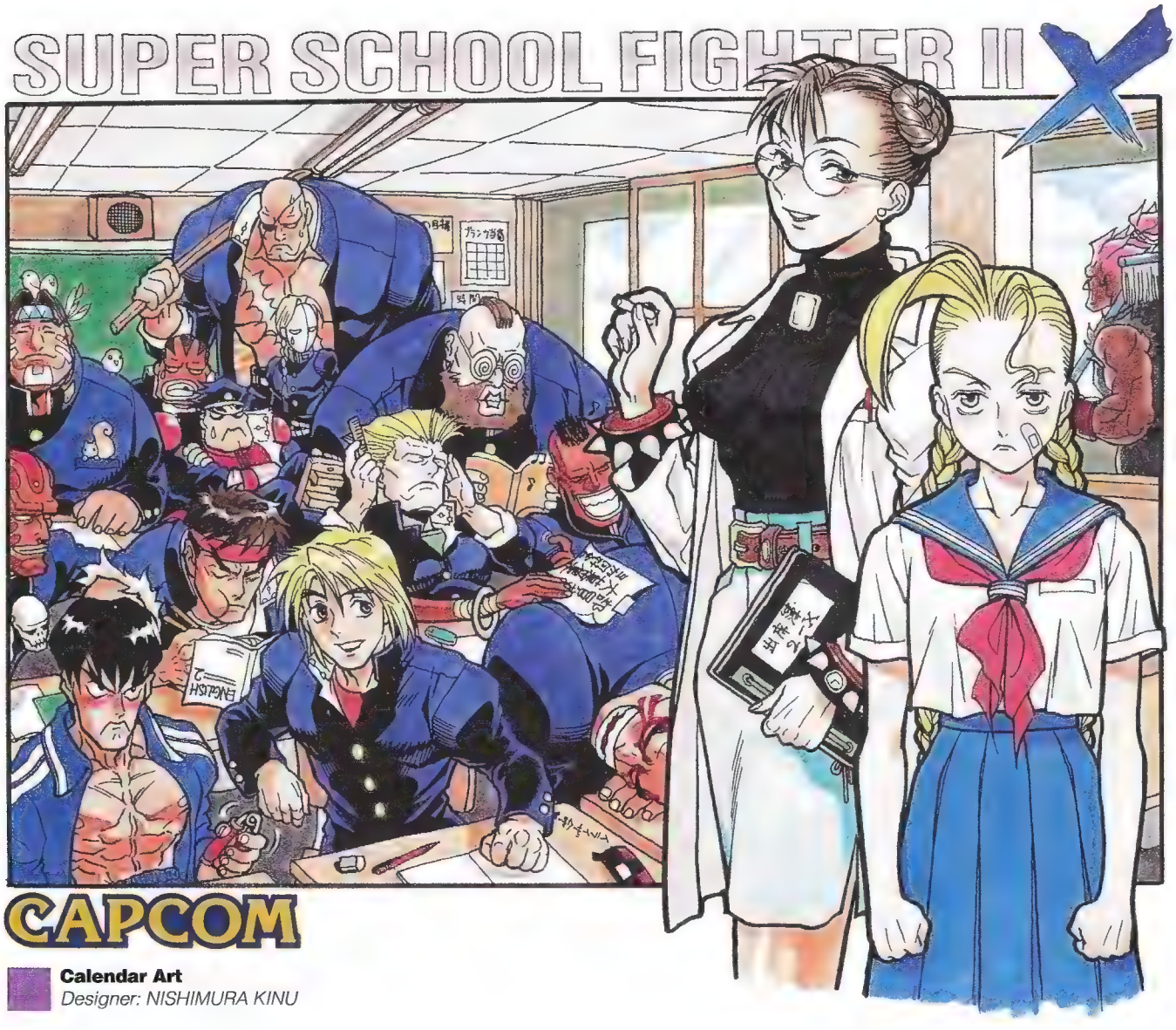
Website Illustration
Designer: AKIMAN

Website Illustration
Designer: AKIMAN

Artshow Illustration
Designer: NISHIMURA KINU



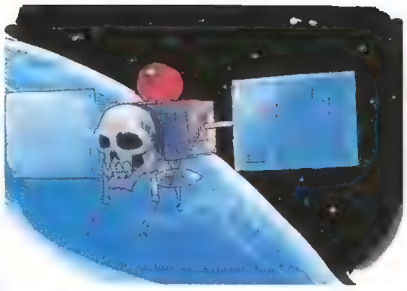
Artshow Illustration
Designer: NISHIMURA KINU



Calendar Art
Designer: NISHIMURA KINU

STREET FIGHTER ZERO 2 ALPHA (Image Illustration)
Designer: Development Staff

Magazine Art
Designer: Development Staff



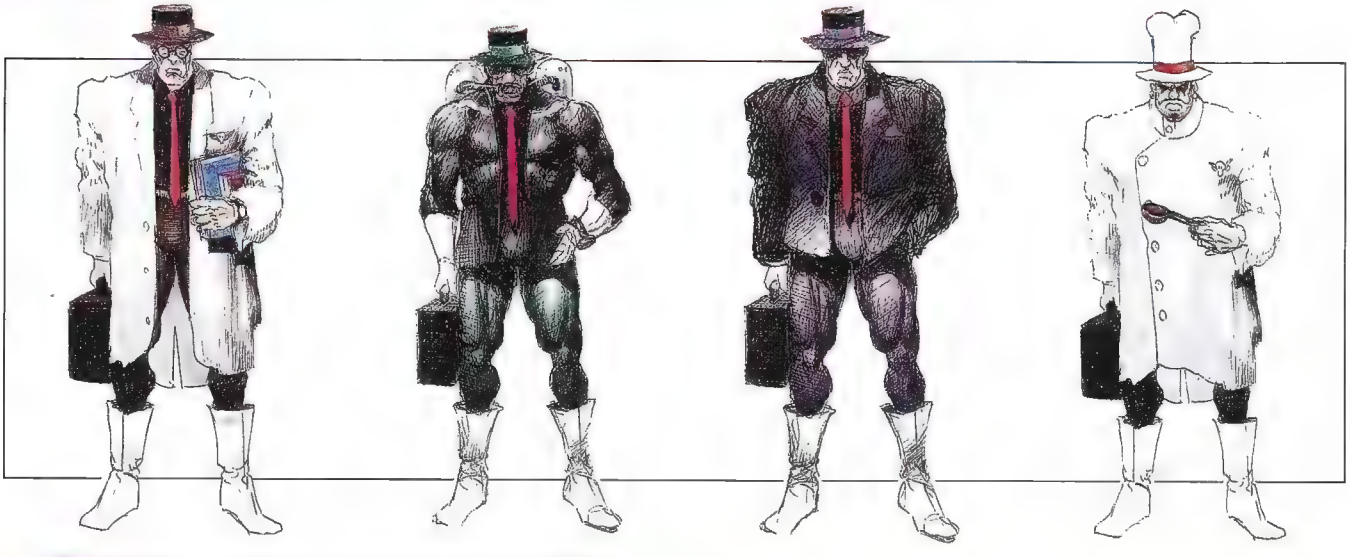
STREET FIGHTER II
(Book Poster Illustration)
Designer: AKIMAN

STREET FIGHTER II
(Book Poster Illustration)
Designer: AKIMAN

STREET FIGHTER II
(Book Poster Illustration)
Designer: SHOEI

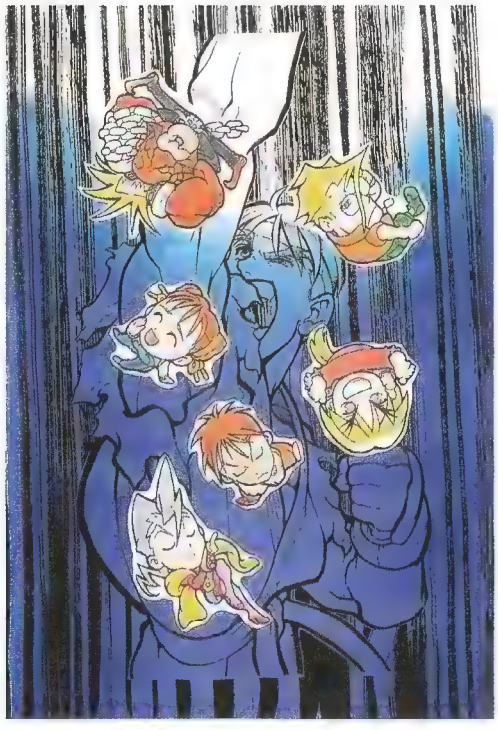
STREET FIGHTER II
(Book Poster Illustration)
Designer: AKIMAN

STREET FIGHTER II
(Book Poster Illustration)
Designer: AKIMAN



STREET FIGHTER II (Book Poster Illustration)
Designer: AKIMAN

STREET FIGHTER ZERO 2 ALPHA (Instruction Booklet Art)
Designer: IKENO



STREET FIGHTER ZERO (Video Package Art)
Designer: IKENO

STREET FIGHTER ZERO 2 ALPHA (Instruction Booklet Art)
Designer: IKENO

STREET FIGHTER ZERO 2 ALPHA (Image Illustration)
Designer: Development Staff

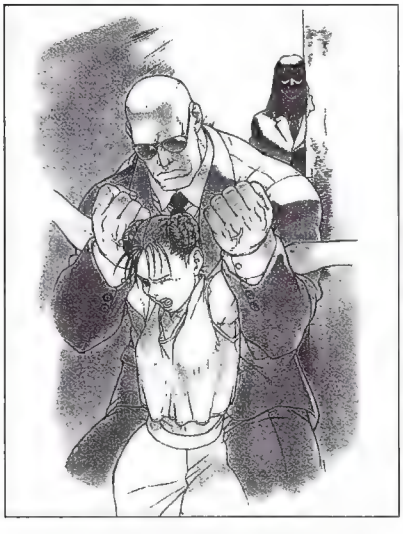
STREET FIGHTER ZERO 2 ALPHA (Image Illustration)
Designer: Development Staff

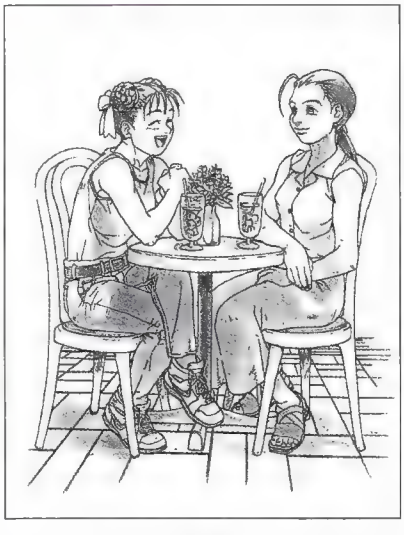
STREET FIGHTER II (Book Poster Art)
Designer: AKIMAN

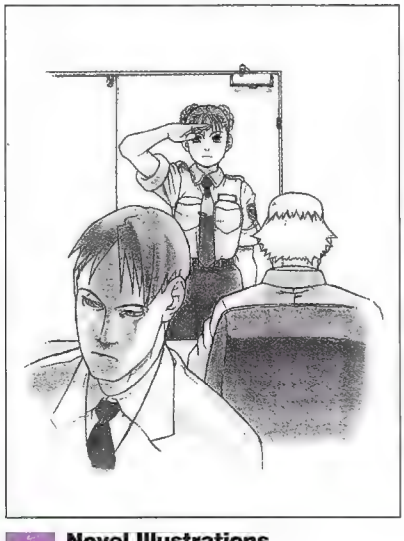
Magazine Art
Designer: NISHIMURA KINU

Novel Illustrations
Designer: NISHIMURA KINU

Magazine Art
Designer: NISHIMURA KINU







Novel Illustrations
Designer: EDAYAN

STREET FIGHTER ZERO Manga
Trade Paperback Gift Art

STREET FIGHTER II Manga
Trade Paperback Gift Art

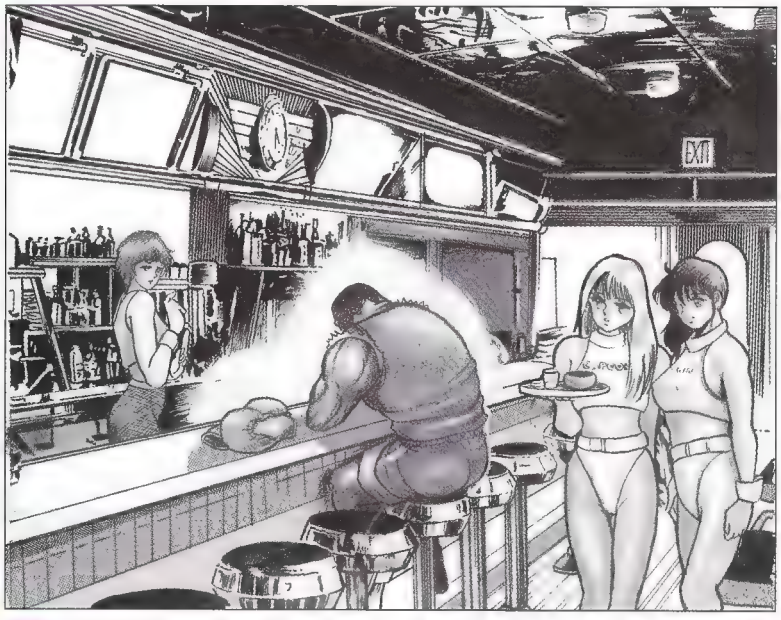
STREET FIGHTER ZERO Manga
Trade Paperback Gift Art

STREET FIGHTER ZERO Manga
Trade Paperback Gift Art

Game Tournament Limited Edition T-Shirt Art
Designer: IKENO

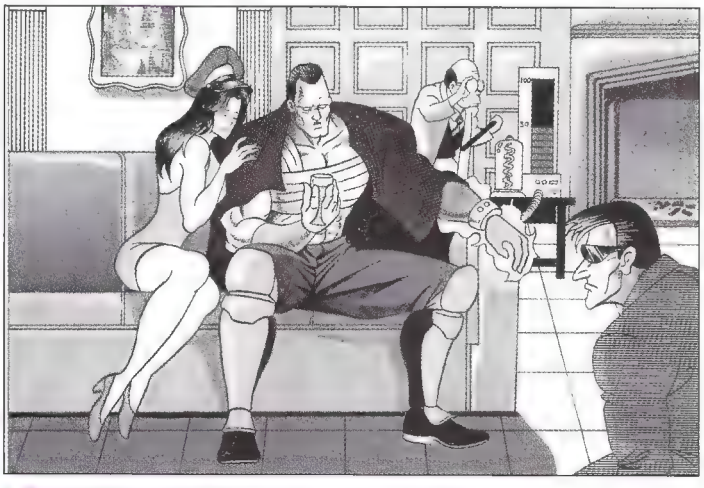
STREET FIGHTER II (Book Illustration)
Designer: Development Staff

STREET FIGHTER II (Book Illustration)
Designer: Development Staff

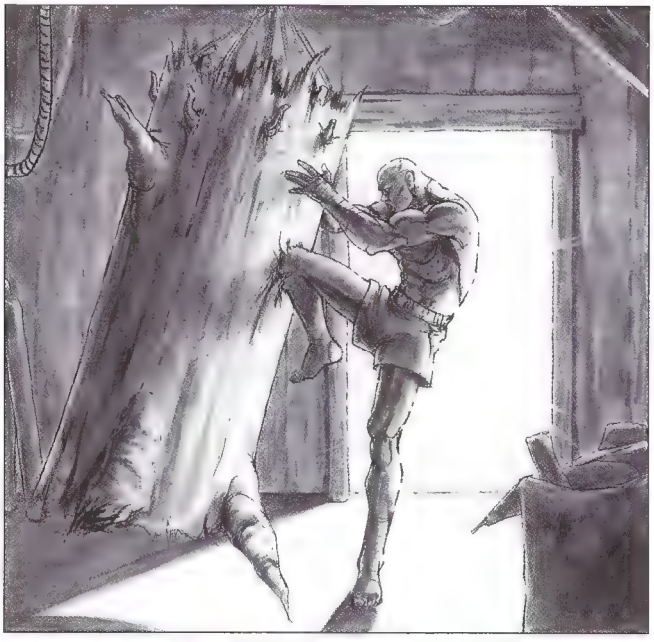


STREET FIGHTER II (Book Illustration)
Designer: Development Staff

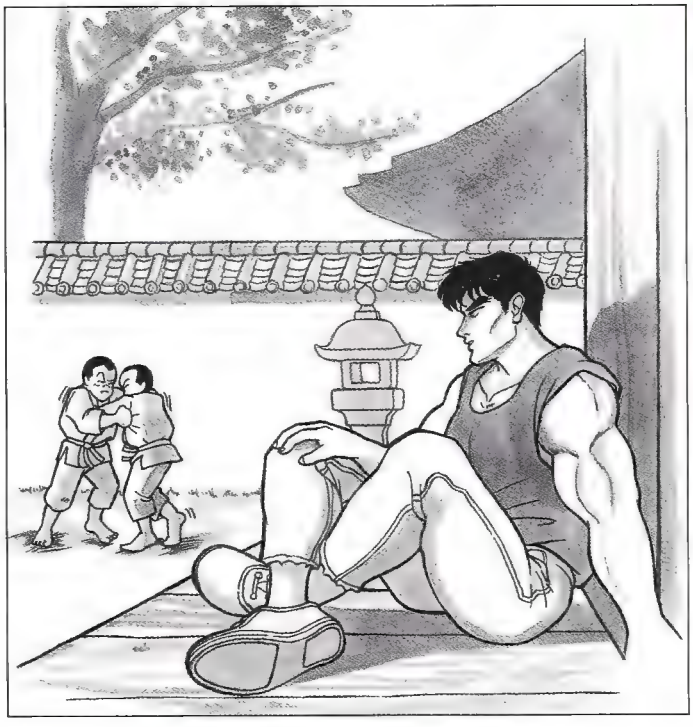
STREET FIGHTER II (Book Illustration)
Designer: Development Staff



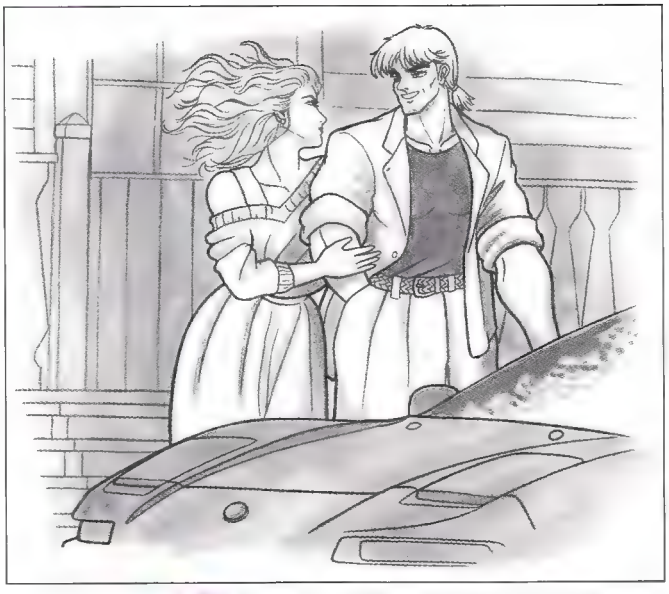
STREET FIGHTER II (Book Illustration)
Designer: Development Staff



STREET FIGHTER II (Book Illustration)
Designer: Development Staff



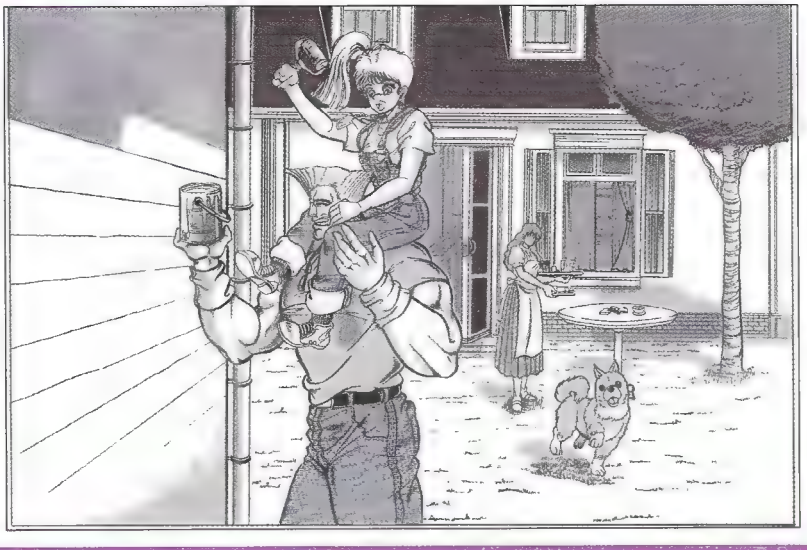
STREET FIGHTER II (Book Illustration)
Designer: SHOEI



STREET FIGHTER II (Book Illustration)
Designer: SHOEI

STREET FIGHTER II (Book Illustration)
Designer: Development Staff

STREET FIGHTER II (Book Illustration)
Designer: AKIMAN



STREET FIGHTER II (Book Illustration)
Designer: AKIMAN

STREET FIGHTER II (Book Illustration)
Designer: Development Staff

STREET FIGHTER II X (Image Illustrations)
Designer: NISHIMURA KINU

SUPER STREET FIGHTER II X
(Image Illustrations)
Designer: BENGUS

SUPER STREET FIGHTER II X
(Poster Lineart)
Designer: NISHIMURA KINU, BENGUS

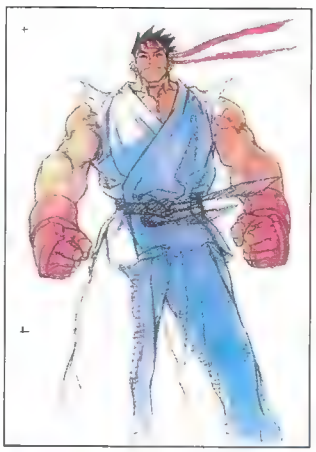
STREET FIGHTER®
ETERNAL
CHALLENGE

SETTING DATA & Rough Sketch Gallery

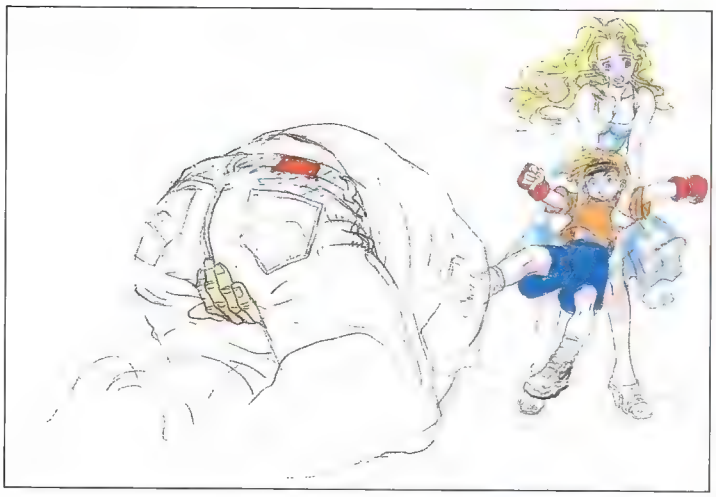
This chapter contains a gallery of rough sketches and drawings that are used as the starting point of each game's design development cycle, including rough in-game graphics for demos and sketches that were used to develop the look of the characters.

STREET FIGHTER III
(Winning Pose & Ending Image Illustrations)

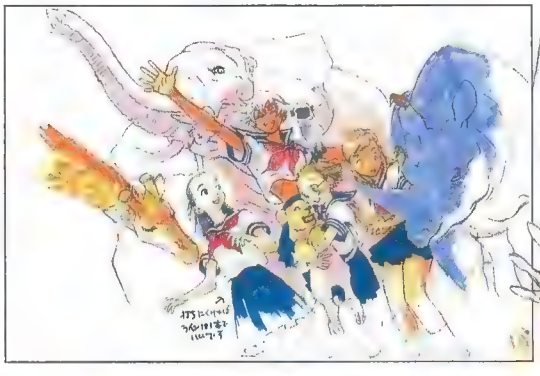
Designer: NISHIMURA KINU



□RYU



□KEN



IBUKI

ELENA

ORO

DUDLEY

ALEX

SEAN

YANG

YUN

NECRO

STREET FIGHTER III
(Losing Pose Rough)
Designer: NISHIMURA KINU

RYU

ALEX

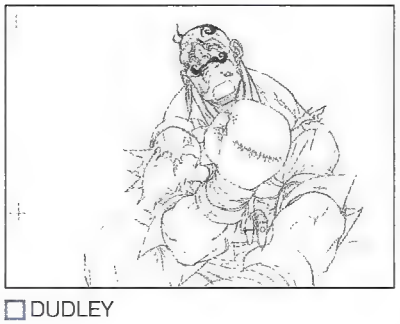
YUN

ELENA

YANG

NECRO

IBUKI



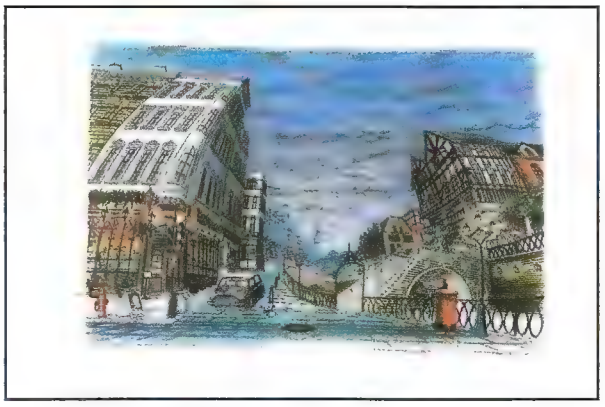
DUDLEY

KEN

SEAN

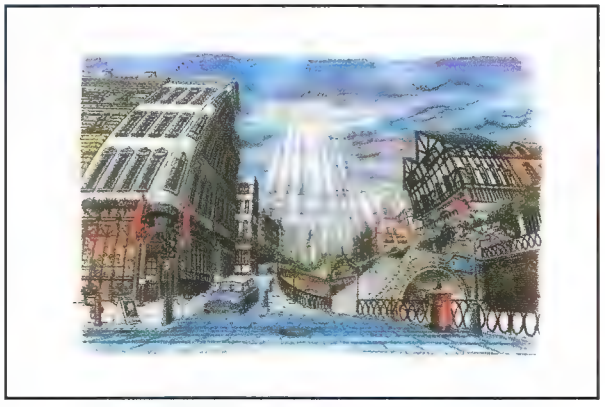
STREET FIGHTER III
STAGE BACKGROUND ILLUSTRATIONS

Designer:
Development Staff



DUDLEY STAGE 1

RYU & KEN STAGE 1



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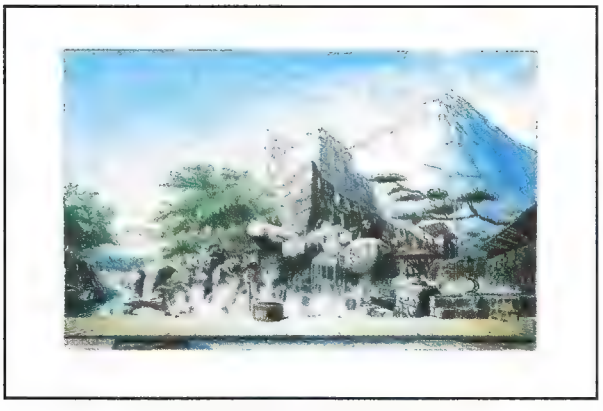

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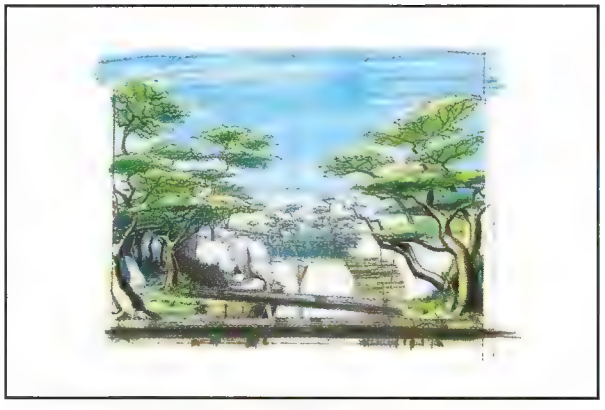

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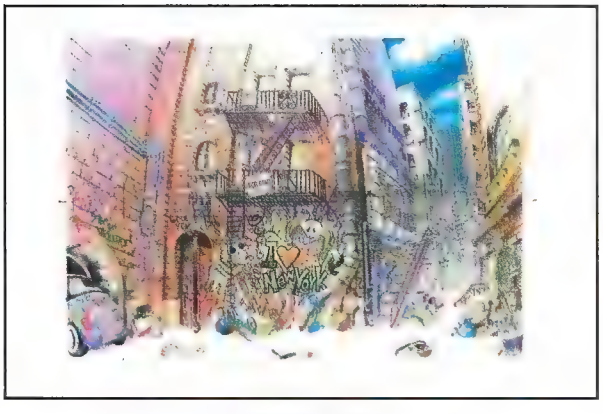

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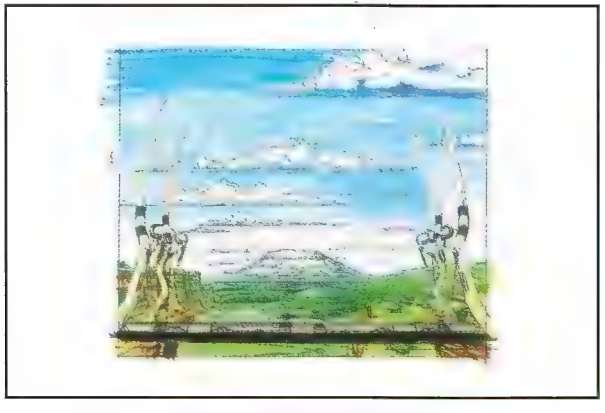
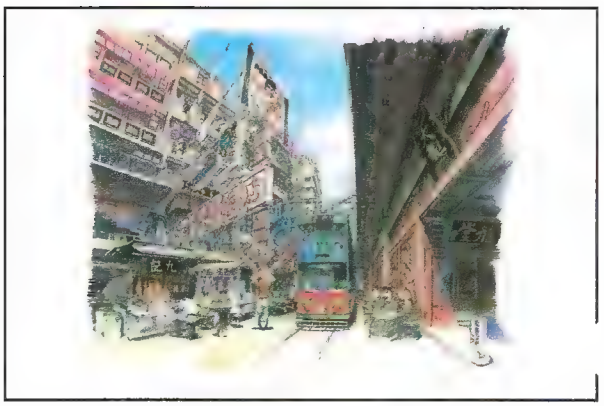


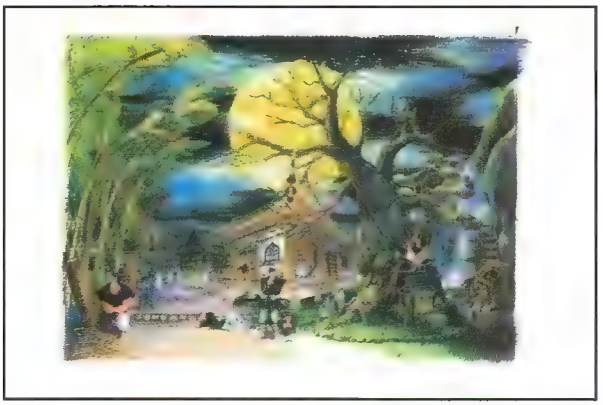
ELENA STAGE 2

SEAN STAGE



YUN & YANG STAGE 3

NECRO STAGE



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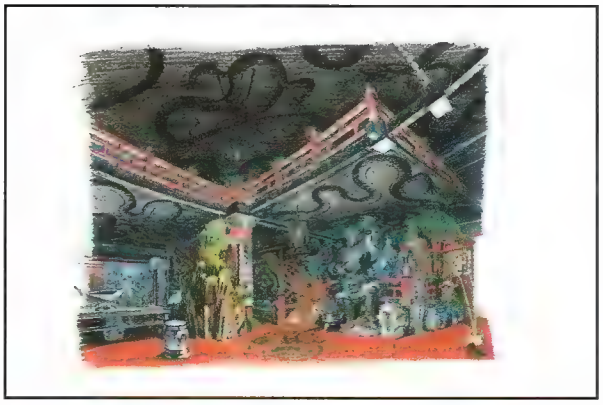

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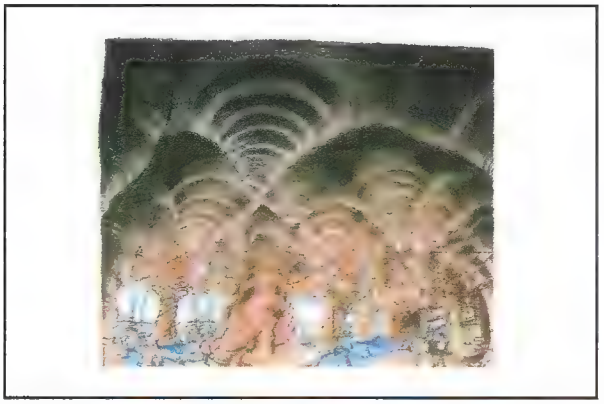

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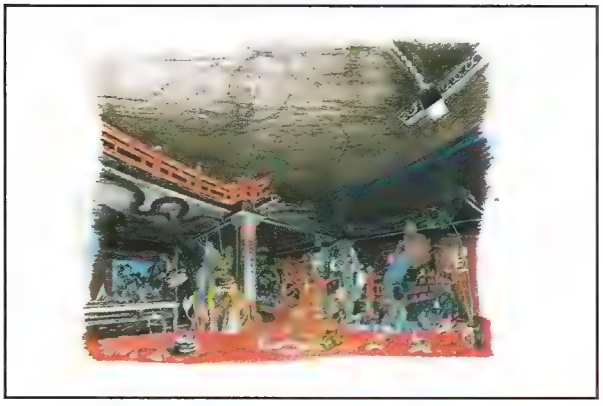

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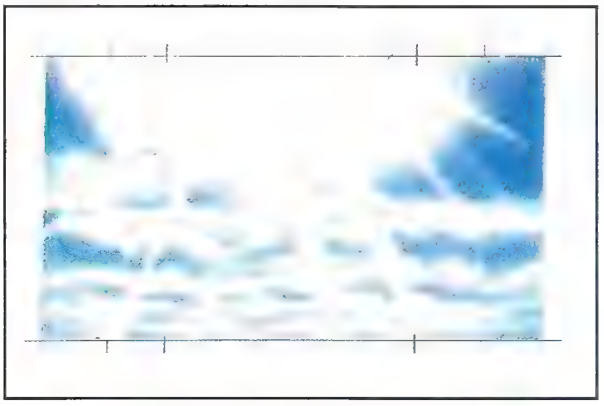

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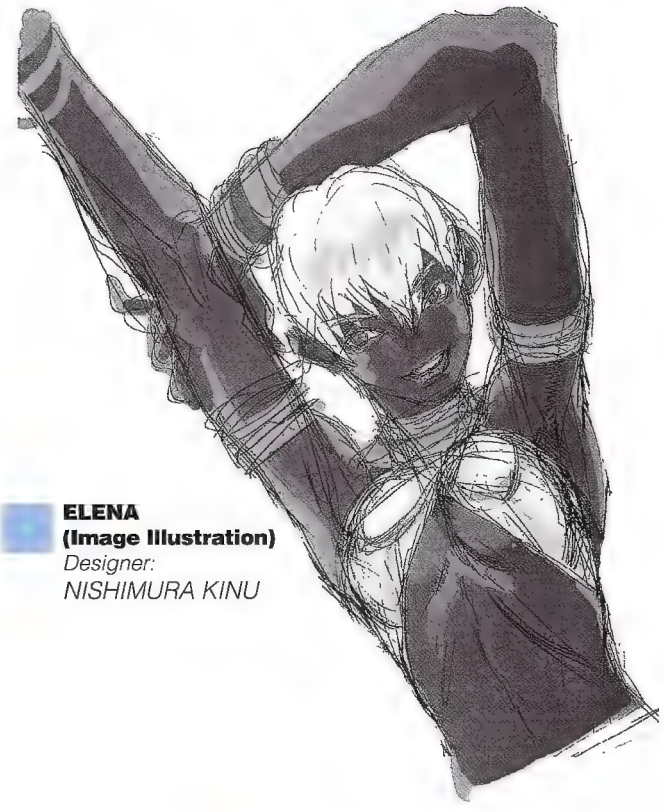

ELENA
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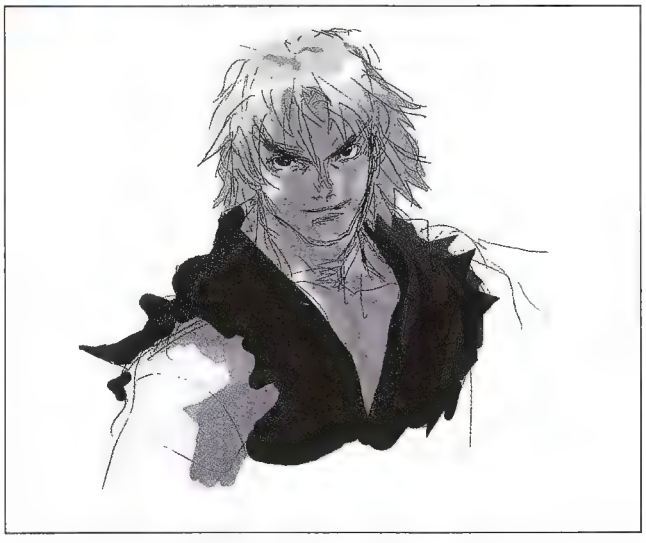
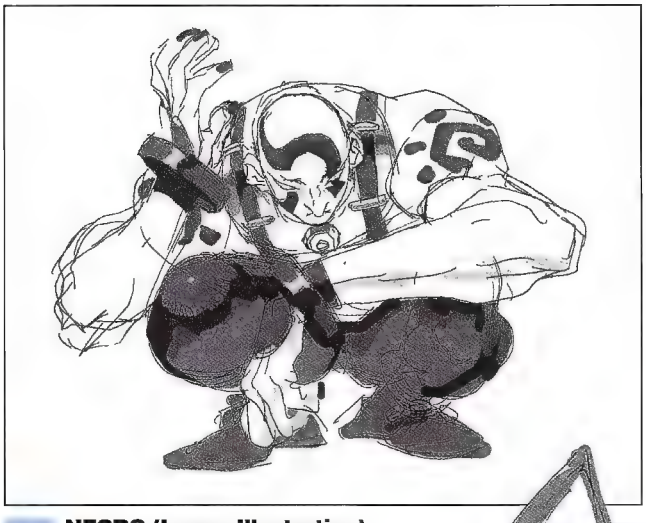
Designer:
NISHIMURA KINU

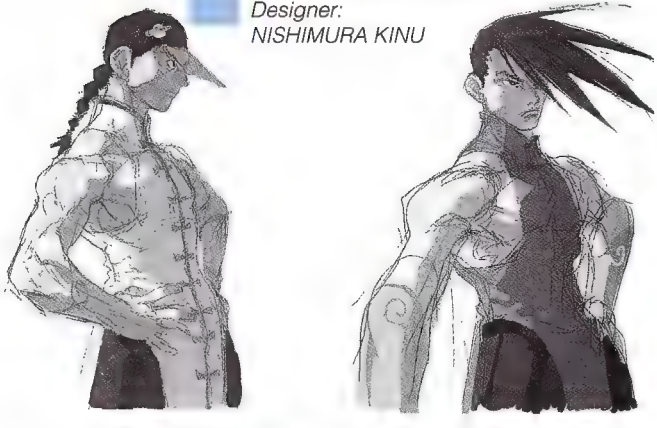
KEN (Image Illustration)
Designer: NISHIMURA KINU





NECRO (Image Illustration)
Designer: NISHIMURA KINU

YUN & YANG (Image Illustration)
Designer:
NISHIMURA KINU



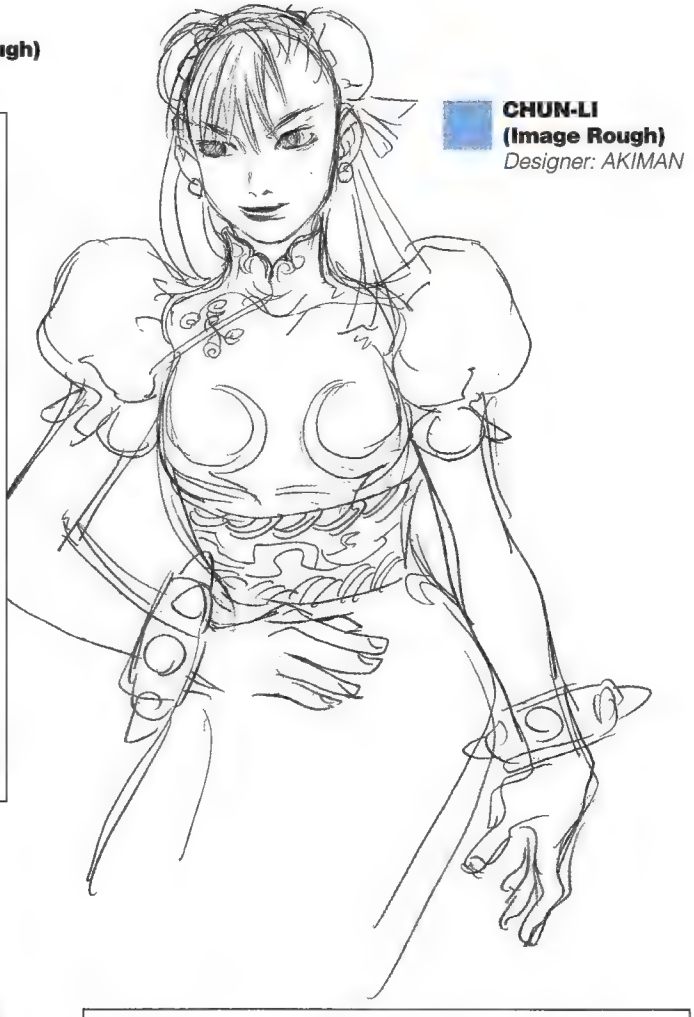
YANG (Image Illustration)
Designer: NISHIMURA KINU

IBUKI
(Image Illustration)
Designer:
NISHIMURA KINU

CAMMY (Image Rough)
Designer: AKIMAN

CAMMY (Image Rough)
Designer: BENGUS

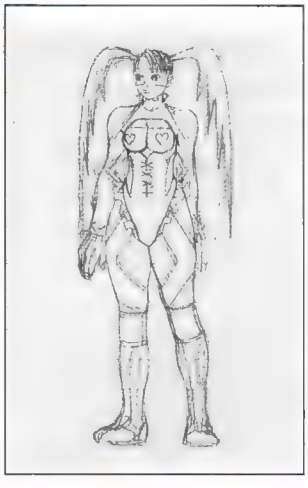
CHUN-LI (Image Rough)
Designer: AKIMAN



GOUKEN (Design Rough)
Designer: BENGUS

SUPER STREET FIGHTER II (Opening Rough)
Designer: AKIMAN

STREET FIGHTER (Image Rough)
Designer: AKIMAN

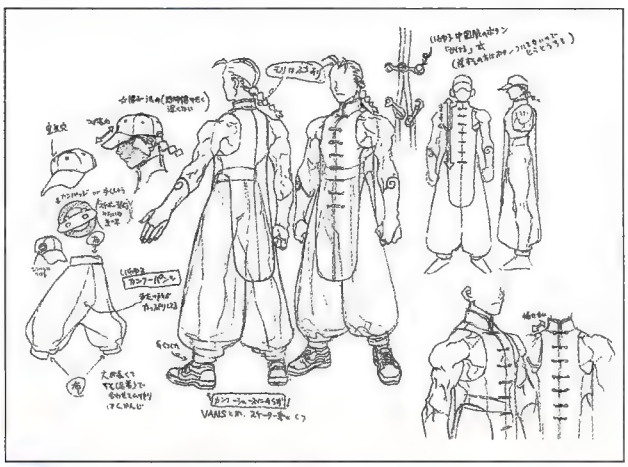


R. MIKA (Image Rough)
Designer: AKIMAN

RYU (Image Rough)
Designer: AKIMAN

RYU (Image Rough)
Designer: AKIM AN

YUN & YANG (Image Rough)
Designer: NISHIMURA KINU



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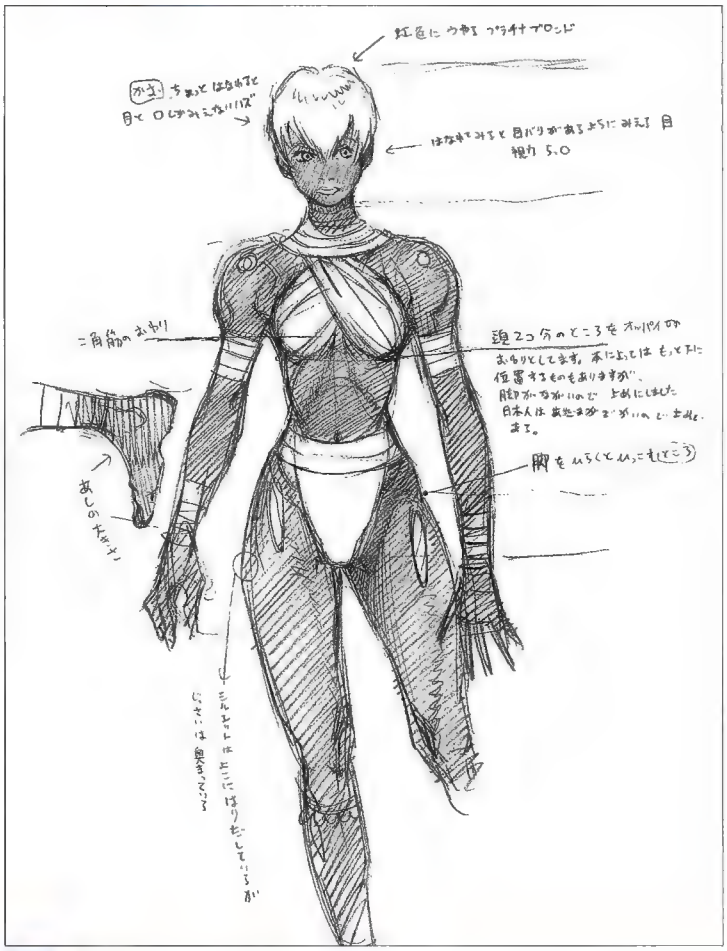
Designer: NISHIMURA KINU



ELENA (Image Rough)
Designer: AKIMAN

SAKURA (Image Rough)
Designer: AKIMAN

IBUKI (Image Rough)
Designer: AKIMAN

CHUN-LI (Image Rough)
Designer: AKIMAN

ELENA (Image Rough)
Designer: NISHIMURA KINU

THE DAWN OF THE FIGHTING GAME

THE CAPCOM DESIGN TEAM INTERVIEW

featuring: SHOEI NISHIMURA KINU IKENO

SPEAKING WITH THE CAPCOM DESIGN TEAM ABOUT STREET FIGHTER

Encounters With Street Fighter

To start with, when did you become involved with the Street Fighter series?

Shoei: My involvement began with Street Fighter II. As part of the original design team I was in charge of two specific characters, namely Ryu and Ken. I was given the task of creating the various moves for Ryu's special attack techniques and damage capabilities that are now quite familiar to the fans.

Mr. Shoei, you were involved right from the start of the series, right?

S: That's correct. After Street Fighter II, I participated in other design teams, but Street Fighter became so popular that I continued to work on it at the same time as my other projects.

Street Fighter II became very popular, didn't it?

S: Very much so. Even though I was in charge of promotional illustrations and designs for other games at the time, Street Fighter II's popularity continued to rise and with that came the demand for more and more design illustrations to go with it. It became very difficult for me to keep up. I was the only person in charge of the promotional designs for Street Fighter at the time, so I couldn't get away from it.

... I see. So you were attached to Street Fighter II from then on?

S: I told my boss, "I can't do this all alone. I need more people who can draw." I designated a female illustrator, Kinu Nishimura, as the person I wanted brought on board the team.

Nishimura: I was honored. (laughs) No joke, I really was.

From that point on, when you joined the Street Fighter II team, the design group began operating full-time, right? So Ms. Nishimura, what was your first encounter with Street Fighter?

N: As far as the series goes, the first project I worked on was Street Fighter: Dash. After that, I drew several characters for the selection menus in Super Street Fighter II. I created promotional artwork for Street Fighter II: Turbo and for Street Fighter II: Dash. I also became directly involved in tone touch-ups for the game.

Mr. Ikeno, you were involved since Street Fighter III, right?

Ikeno: I began participating with the series around the time Super Street Fighter II went on sale. Both the Street Fighter II series of games and the illustrations that went with them became very popular. For Super Street Fighter II X, I worked on art and promotional illustrations, excluding the main designs.

Difficulties With Illustration

The characters in the game must be drawn in a wide variety of situations. Could you tell us some of the difficulties you experienced when dealing with this?

Nishimura: We were getting customer complaints about our illustrations of the Street Fighter II characters. People were saying, "On all the character illustrations, why are their faces and costume details different?" and "You should have a consistent style for all the pictures!" Working with a licensed product can be quite difficult at times.

I see. So is there a single style for the designs?

N: Right from the start of Street Fighter II, we had to think about the functional limits of the game in relation to the character designs, so they're very symbolic in nature. For example, Chun-Li is a Chinese girl, so we gave her a bun-styled hairdo and a Chinese dress with slits up the sides. Her fighting style is centred around kicking, so she has naturally thick, very powerful looking legs. These are Chun-

Li's trademarks, so it's necessary to present them effectively in the game to accurately convey her character. The little details and expressions we added to the costume designs don't have any real relation to the game itself. With the illustrations, Mr. Yasuda would draw sketches for magazines and they would become stylized each time. These sketches allowed for a great deal of flexibility though, and so from time to time differences would crop up between the illustrations.

You would express your individual style in the pictures?

N: Individual style? Actually, it seemed to be a bit of the opposite. You'd look at the exact same characters and draw the same type of thing everyday, so after a while you just got sick of doing it. But you look at Chun-Li, this cute girl, and you start to think things like "Where did she learn martial arts?" We'd start to think of things like that while drawing her, and then differences in the illustrations would sometimes crop up. It would really depend on the angle we were looking at or which important points about her we were stressing.

Because it was such a long running series?

N: Yes, that's right. In the beginning, there was nothing beyond the game illustrations themselves to go from. I thought that with such unique character illustrations, you'd remember the excitement and impressions the game left you with. I think you should have illustrations that provide that kind of emotional impact and excitement. Naturally, the format and a consistent style are important too, but above and beyond that I think having an emotional impact is the greater priority.

If it weren't for Street Fighter II, none of us would be here.

AKIMAN

Profile

Father of the Street Fighter characters. Involved with increasing the detail of the body designs for the game's character concepts. He has produced a large number of illustrations over the years. He works with both digital and traditional medias. Some examples of his other work include "Final Fight", "Captain Commando" and "Star Gladiators" to name just a few.

SHOEI

Profile

Joined the company in 1986. In 1991, he became a contractor specializing in designs and illustrations. Afterwards, he teamed up with Akiman and Nishimura and began pioneering the distinctive style of the Capcom Design Team. At the time of Street Fighter II's release the capabilities of the ROMs for the games were not capable of handling the intricacies of detailed artwork, so many of the more detailed graphic patterns had to be abandoned. Today, technology is much better suited for handling all sorts of high detail graphics.

S: Of course that's just the selfish opinion of an artist. (Laughs) In comparison though, if you were doing cos-play, you'd want to know every minute costume detail. But when there are inconsistencies in all the official designs, what do you do? Maybe we should come up with more straight-forward designs in the future.

S: The truth is that we were changing the style of the drawings with each new version of the game. We tried painting cels, coloring pictures with markers, doing pencil sketches, using anything we could find. I think the end result was a high degree of expressionism and in turn, a higher quality level of artwork.

N: You were worried that you might grow tired if you were stuck doing the same thing over and over again, right?

S: I'm sure all the artists grew tired of it. (Laughs) With the release of each new product, we needed something that would inspire memories of the original games. The illustrations served a purpose by providing that important continuity.

You got a lot of different requests and input from the various players of each title right?

S: At first we were lost. Starting with Street Fighter: Dash, the company told us that we should adopt a consistent style…

S: …but I knew it would be impossible. I didn't think we'd be able to produce good illustrations by working within those restraints, so I tried to stress that the individual styles of the artists were important; that Nishimura's Chun-Li has its own strengths, just as Ikeno's has his. The characters were tied to both styles equally.

Great Obstacles

Each character has their own particular flavour and each artist has drawn these characters in a variety of ways. For example, there's a Nishimura style and an Ikeno style. Have you ever heard any criticisms or experienced any prejudices in relation to those styles and people's personal tastes?

N: I don't really worry about personal tastes too much. Right off the bat, I think about whether or not the picture suits the image of the game and then I try to bring out as much of the character's personal charm as I can when I draw them. I'm thinking of all these things and attaching my own personal feelings and perceptions, so ideally some of my individual spirit pours out into the finished work.

I: I wonder if people are going to enjoy my artwork, but more than just worrying about individual tastes, I also worry about putting all my effort into each piece. All around me are pictures being drawn by people who are much better than I am. In order to keep up with them, I have to give it all I've got, though that's quite a challenge.

N: Right from the start, you've got the Street Fighter II characters themselves and the high quality of design illustrations that Mr. Yasuda created. The first big hurdle is to reach that original level of quality. Before you talk about individual style or anything else, you have to think about your limits and how they reflect upon your art. You've got to give it your best effort, and that's what's important when creating these Street Fighter illustrations. With every project you work on, you have to focus and not keep worrying about particular tastes.

So by giving the final product your very best, it'll have appeal?

N: That's right. The art is accepted because the appeal of that piece comes through over and above any individual tastes or preferences.

Character Attachment

Is there a Street Fighter II character you find particularly interesting, or one you like to draw more than the others?

S: For me, it's Ryu of course. There's such a high opinion of Ryu, a real demand for him more than for any other character. Even in Gamest magazine, on their reader feedback page, you can see the way Ryu's image has been shaped and is consistently drawn by everyone who contributes. Take Ryu's destitute martial artist image for example. Honestly, I don't remember planning him to be like that. I always thought he had enough money to get by. He does travel around the world, after all. (Laughs)

N: Yeah, you're right. He's got a passport after all, and Mr. Yasuda said, "He should feel like someone who travels all over the world. Gang threats and other dangers would be perfectly normal for him. If the money from simple street fights ever runs out, he'd just bet on himself instead." So the poor man image was never really there at the start.

S: Despite that, he developed this really destitute wanderer image in everyone's eyes… but somehow

he still manages to properly wash his martial arts uniform. And yet…

S: Despite our view of him, both the letters from fans and images in magazines seemed to continue to spread that image of Ryu. So we looked at them and said, "Okay, I get it now," and realized that we'd brainwashed ourselves up to that point. Once Street Fighter: Dash was released, those characters were not just ours anymore.

The popularity of the characters was extremely high, wasn't it? The fans' affection towards the characters was very strong.

N: The original Street Fighter II concept that I heard from Mr. Yasuda was that it was a sort of "Amazing Worldwide Spectacle." In Street Fighter 1, everyone including Ryu, had an intense expression as if they wanted to kill their opponent. Compare this to Street Fighter II where the characters took on more fun expressions. The designs, in turn, became more interesting and individualistic. (Laughs) Street Fighter 1's bloodthirsty atmosphere was still good at the time though.

S: With every character, I think we also refined the way they moved. The way they advanced and retreated became unique as well. Blanka advanced in this proud and magnificent way, but when he retreated he hid his face in fear.

N: He also seemed to become smaller. (Laughs) I liked that…

S: I'd look around at the people working around me and I'd think, "Should I do it like that?" or "What pattern of pixels should I use?" I battled with how I could add my affection for the characters into my art to make it stand out from the others. Even within the art team, we were rivals.

Even within the team, you were rivals?

S: Definitely. From such a hard beginning, the team really grew into something amazing. Around the world, people are playing with a piece of my art that I created, namely Ryu. To imagine that the illustrations I created are going around the world and doing battle with each other is an indescribable feeling.

N: Of course that's something that has very little significance to those

NISHIMURA KINU

Profile

Joined Capcom in 1991. Has been a member of the design team from the very beginning. Had a large part in the Street Fighter series, Cyberbots, D&D, Gaia Master, and recently on the anime King Gaina's character and costume designs.

who don't actually create characters for a game. I think it's great that we can become closer to the fans by allowing them to use our creations in their own ways.

Ms. Nishimura, what characters stick out the most in your mind?

N: Everyone has their favorites, but if I had to choose, I'd say Chun-Li and Blanka. If you watch Chun-Li move around in the game you think, "What the...? This kind of cuteness just seems weird." It doesn't happen when you just look at the character illustrations, it's when you watch her move around in the game itself that you realize how cute she really is. There's a shock to it because you're also realizing at the same time that she's cool and capable as well. Ryu and all the other characters are cool too, when they get hit and take damage, they have a surprised look on their face. Having that kind of manga-style expressions in the game is really nice.

Those types of graphics really come out in the game, don't they?

N: Well Chun-Li is so cute and dear to me that I ended up usually only drawing her. But, if I try to actually play the game with her, I can't even beat the fourth stage Blanka or Guile. So I end up thinking, "I really like Chun-Li, but why isn't she strong enough?" Of course it's really my fault because I'm not good enough at playing the game. (Laughs).

Blanka and Guile are quite strong, aren't they?

N: I brooded about that actually. One day I decided to try using Blanka against Guile, and I easily defeated him. "Man, is he ever easy to use." I thought. From that point on, I developed a real love for Blanka. When he advances, he seems to be full of confidence, but when he falls he winces, and when he's defending he hides his face and curls up into a ball. I think those animalistic traits are really fun.

Each one has their own individual feel.

N: The characters in Street Fighter II each project their own individual style. The characters you use are very much a reflection of your own individual tastes. In addition, the styles of the characters are different enough that the game doesn't become dull. That's why I found it really easy to draw them. At the time, I didn't have much skill and so it was really tiring to draw so much. The only woman in the game was Chun-Li so it was fun to draw her, but I also found Blanka's monstrous shape was easy to sketch out.

How about you Mr. Ikeno?

I: Hmm... I'd have to say that I like the old guy kind of characters. (Laughs). If there's nothing to draw pictures of when I'm working, I tend to sketch and scribble men more than women and the old guys most of all. I find the older guy characters like Zangief strangely intriguing and I find myself putting all my effort into drawing them. I also find myself drawing an uncouth looking Ryu and other unkempt guys for some reason. Just when I think I've really captured a new look in my drawings, it turns out to be just another old guy. (Laughs)

N: If it turns out to be another old guy, is it because you were thinking too much about it? (Laughs)

Is that why Oro's an older man? Or is he even human at all?

I: Well, for me, I think I would put "strange ancient man" and "old man" in the same general category. (Laughs)

N: What about Urien, isn't he an older man?

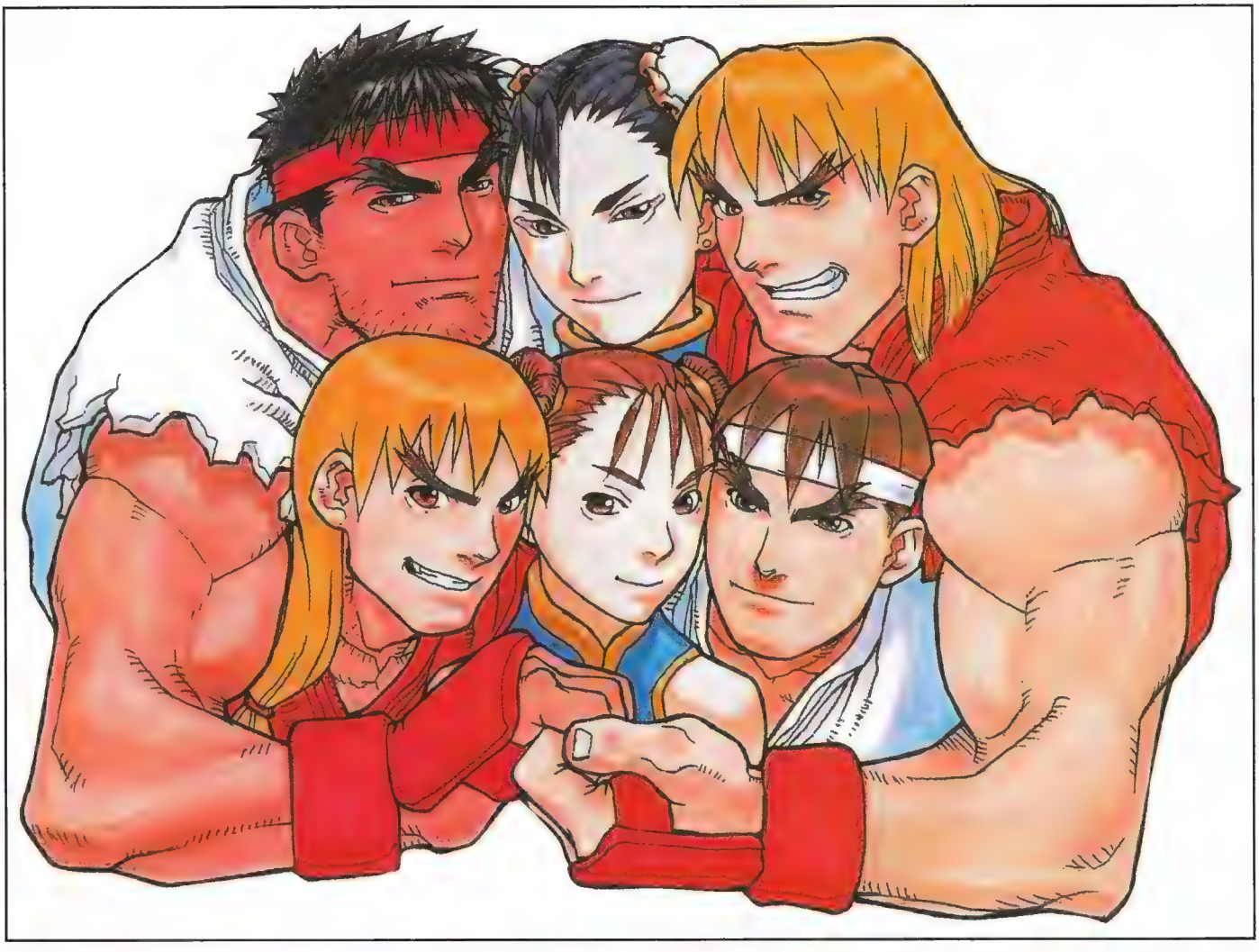
I: Yeah, more than just older men, I think that dirty old men are even better. (Laughs) With respect to Oro and Zangief, right from the beginning they had a strong sense of individuality about them. When there's that sense of individual style and I'm drawing characters with well-designed shapes, I try to really bring out the grittiness that older men have. But on the other hand, I'm pretty weak when it comes to drawing women, you know?

N: No matter who he draws, he manages to somehow bring out the grittiness that people have inside them. But when he takes a character that we thought had no real gritty feeling to them, he adds a sense of reality and makes that character seem entirely new.

In this picture, (see right) Ryu seems to have a bit of a beard growing and it makes him appear older.

S: That picture gives us a direct comparison to the Street Fighter: Alpha version of Ryu.

N: Drawing Ryu is quite difficult. While drawing him itself is fun, there's a very high bar already set that



you have to reach with your artwork. Every player has an image of Ryu in their hearts that you have to try and match.

N: He's a life long martial artist and one who seeks the true path of the warrior. He has the image of someone who lives a very hard life. While working on Street Fighter III, I drew a slightly more enlightened Ryu. It was very difficult, but also great fun. I heard a lot of feedback from the fans like "This new Ryu seems more enlightened," or "I like Ikeno's old-guy style Ryu better." Hearing that, I realized just how much people attached themselves to Ryu. There isn't only one way to draw him.

On the other side of the coin, is there a character you dislike? Or perhaps one that you would like to see drawn better?

N: There isn't one that I dislike really, but the fans each have their own idea of cool. For example, some people think, "Guile is really cool," while others think, "That kind of face and hair is just bad." Because each character has their own style of cool, as an artist you shouldn't think, "Oh, I'll do it better and change it all," rather you should be of the opinion, "This just isn't right for me," or "I prefer something like this…"

I: In manga and anime, the two standards are to make the characters cool and slender, and then just change up their hairstyles a little. With those two things in mind, it's both typical to draw slender characters and have people recognize them as being cool. With the old guy characters, it's harder because even though they have a lot of appeal to them, it's more difficult to get people to recognize them as cool. I think that's really quite a shame. I think there should be at least one cool old guy out there. I think that mindset is why I started to draw them so much. (Laughs)

N: I think cool can come in many different ways. For example, if there are 8 people and 12 characters to choose from, each of those people will have 12 different choices that can really speak to their style of play. It's nonsense to think that everyone will have just one outlook; there's no merit in that sort of thinking.

I: Exactly. I think character appeal can come from all directions. The two standards I mentioned earlier are just two possible directions of cool. Sexiness has its

own distinct appeal as well. I think it's essential to make the character look good through your drawings of them without sacrificing the individual look of that character.

N: That shows real ability. Generally for us, we try to take something that isn't necessarily regarded as cool and we try to draw it in such a way so that people realize, "Yeah, this is really cool." That takes talent.

I: Though you're never sure if it'll be a hit or not.

N: Yes... I can't just say that with Street Fighter "We've totally succeeded." (Laughs) When you can do that, and if you can expand the minds of your customers as well as your own abilities or something like that... that's a pretty high ideal.

The Work Secrets of Street Fighter II

So far, we've been talking about drawing the character illustrations for Street Fighter II. What memories do you have of the process?

S: Back when we first started, I had the feeling that this could be a hit. Within the team itself, so many members had problems, but we managed to overcome them together somehow. You could say that we evolved together in a great direction. We were able to combine our talents and make the project a reality despite our problems and setbacks. No matter what tasks we were put up against, we

IKENO

Profile

In 1994 at the Street Fighter II: Battle event I was chosen out of 200 people to join the Capcom team. My first project was Street Fighter II X. I look back at how long I've been with the company and wonder if I'll get a chance to create 1 or 2 really memorable projects. I worry that I'll have to do my very best from here on in order to accomplish that. Recently, Ikeno has worked on Onimusha 1 and 2 and Devil May Cry 2

could succeed. If it weren't for Street Fighter II, none of us would be here. It's a project that will remain in my heart forever.

N: I wasn't here when Street Fighter II first debuted, but I heard all kinds of stories after I joined about the hardships everyone had to endure to make Street Fighter happen. (Laughs) I remember that it was a real struggle to work within the memory limitations for the characters.

What were the software limits for the characters at the time of programming?

S: There was about a two-megabyte limit assigned per character. We had to make a graph with the name of each character on it so we could plot just how much memory each character was using up.

N: When you say "two megabytes", that really brings back memories of those days doesn't it? (Laughs)

S: Back in those days, that was the highest level of memory we could use. I was determined to fit my characters within that two-megabyte limit because I really wanted to see them move in the way I envisioned. In the end, everyone somehow managed to fit within that limitation.

What are some of the challenges involved with drawing these illustrations?

N: Every character in Street Fighter II could be a player's favorite one, and in turn there are no real main characters in the game. When drawing them, you have to make sure that you put the same amount of feeling and effort into each character. There are a number of different paths and styles that the characters take, I think. So while the illustrations are all basically the same, the players get to decide who the main character of the story is for them. With that in mind, we must instil in the illustrations the sense that every single character is the most important one. If I can do that successfully, then I'm happy with my work.

S: I had the desire to just draw more. There's a real reason behind that too. Even though I had the time, there were circumstances that prevented me from drawing. Pressure was probably the biggest one. I doubted myself, wondering what kind of project and what kind of games these should be. There was the pressure that I had to produce the absolute best product. But because the worries in my mind sabotaged the skills in my hands, I just couldn't follow through. I wanted to create illustrations that no one had ever seen before, with really amazing poses. But I ended up drawing the same old dull pictures no matter what I did; I just couldn't see what was particularly good or bad about them. Meanwhile, all around me were these incredibly talented people. (Laughs)

Street Fighter, Where to From Here?

Lastly, if the Street Fighter series continues, what kind of game do you think it will be?

N: Oh, if there's a new game like Street Fighter: 2010, right? No, no I'm just kidding. Anything would be fine with me.

S: I'm not sure if the Street Fighter series will continue or not, but we have done some new illustrations for it (See page 96). I heard that those are the original drafts for a Street Fighter prequel. I want to propose a direction along the same lines as those prototype illustrations. With illustrations like that, I hope we can provide the momentum to get people attached to the game.

I: I think that for a new game, if it has fantastic illustrations at its core then it'll be good.

S: That's my mission.

N: There are still a number of approaches we haven't taken with respect to our illustrations, and if possible, I think I'd really like to explore those directions in our art.

S: If the Street Fighter series continues, I think "Fresh" should be the key word. I'd like to support a different approach for the illustrations and carry that through into something really new.

Thank you very much.

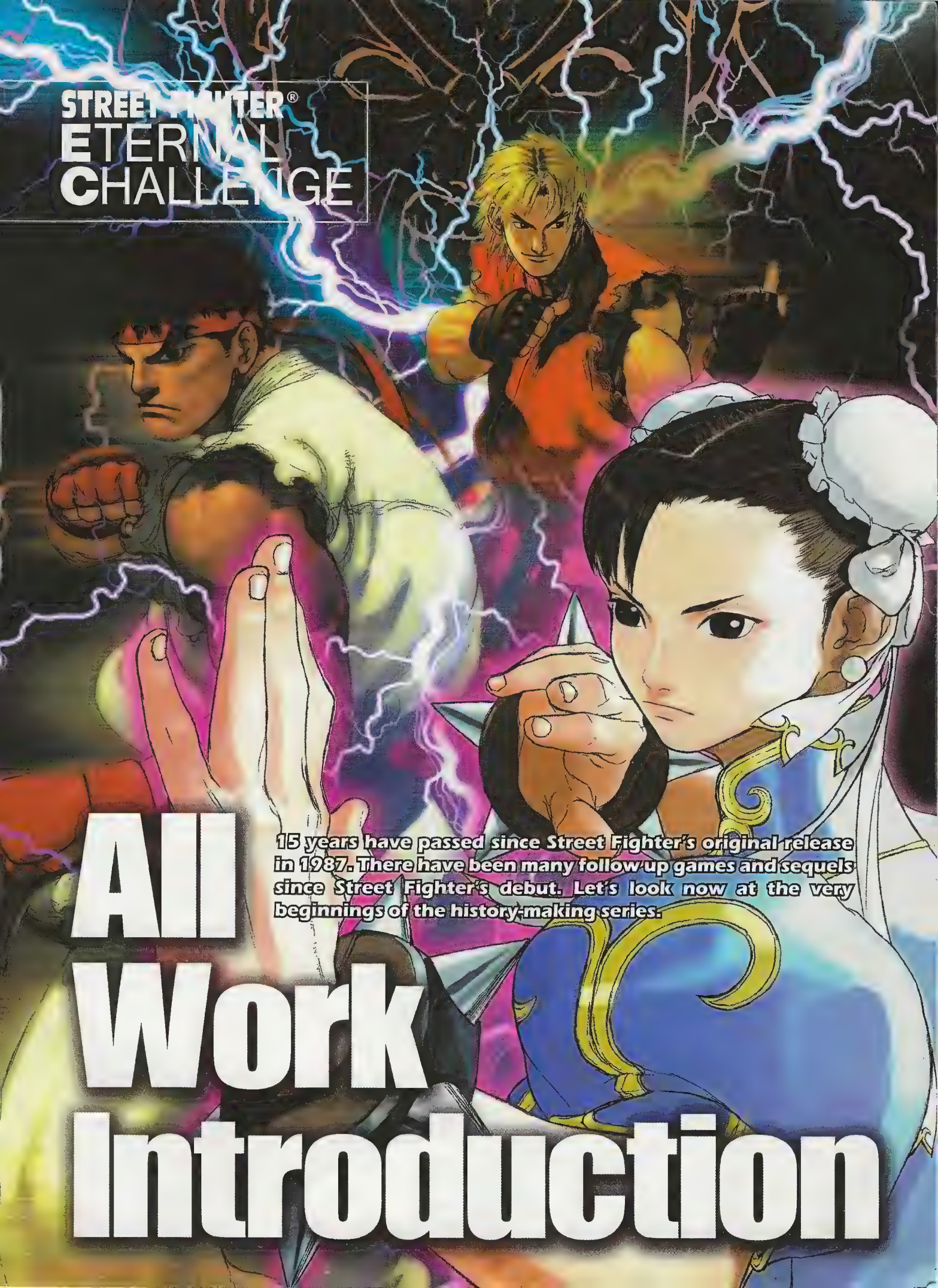
February 2003 – Yoshime
(end of interview)

History

From the very beginning, Street Fighter raised the fighting game genre to where it is now.

In this chapter we'll showcase each game in the series, from the original Street Fighter all the way to Street Fighter III: 3rd Strike, in three categories: gameplay, characters and graphics engine.

The hallmark of the Street Fighter games has always been its constant evolution and excitement, with new ideas continually pushing the frontiers of the genre.



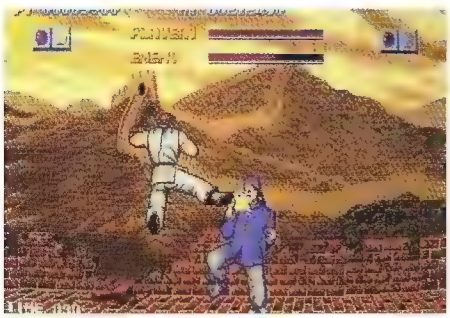
All Work Introduction

15 years have passed since Street Fighter's original release in 1987. There have been many follow up games and sequels since Street Fighter's debut. Let's look now at the very beginnings of the history-making series.

The Dawn of the Fighting Game

The foundation of fighting games before Street Fighter II

Two genres dominated the video game market in 1987: the scrolling shooter and the action game. The fighting game genre didn't even exist until after the release of the original Street Fighter arcade game. With ideas that included a combat blocking system, joystick and button combinations for special attacks and the ability to battle a second human player anytime, the game was bursting with originality. Street Fighter drew upon but altered concepts from side-scrolling action games and also adopted a fixed stage format. Every game in the Street Fighter series used this basic system as its core. After its release, other game makers also adopted the same system for their fighting games. Fans of the genre enjoyed and wanted more games that used a similar format and set of moves. It's no exaggeration to say that the fighting game genre exists now because of the ideas that first emerged from Street Fighter I.



Who knew that Street Fighter I or for that matter Street Fighter II, would change video gaming as we know it?

The arcade world of 1987

Let's explore the industry that existed when Street Fighter I first debuted. At the time, the majority of games were in general, side or vertical scrolling shooter games such as *1943, Darius, R-Type and Afterburner 2*[1]. These typical examples of this popular genre were huge hits and are still considered video game classics. People's enthusiasm for scrolling shooters and their value in the market was a given. Capcom's release of Street Fighter I

1. 1943 (Capcom): A World War II based vertical scrolling, shooting game where the player piloted a plane against various battleships and fighters.

Darius (Taito): A popular shooting game based around fighting monsters that lived in the sea.

R-Type (Irem): A game where the player had an upgradeable weapon referred to as 'Force.' The object of the game was to increase the weapon's power while fighting through a series of monsters. Its biological monster motif added a refreshing change to the genre's atmosphere and allowed it to carve out a distinct name for itself.

Afterburner 2 (Sega): A shooting game built around flying an F-14 through a 3D sky environment. The play area was so vast as to appear endless.

2. The revenue generated by a game was the measuring stick used to gauge its popularity. The more money a game pulled in, the longer it stayed in the arcades. Obviously if a game's income was weak, it was soon withdrawn. Using this as their benchmark, companies conducted testing putting a new game in a few arcades at first. If the income generated was too weak, then the game's production was halted.

created a whole new type of fighting game and opened up an entirely new video game genre. They didn't want to put all their hopes into one risky release however, so they also brought out Tiger Road and Trojan at around the same time. Both of these games followed the typical format of traditional, side-scrolling shooters. Street Fighter I wasn't initially the explosive hit they'd hoped for, but it still developed a loyal fan base. Even with this small group of fans, Capcom could see that the two-player fighting game had definite potential and room to grow.

It may have started small but within four years an unprecedented boom erupted in fighting games. There's no mistaking that the genre's rapid evolution came from the pioneering direction of Street Fighter I. The gambles and challenges of the past finally began to pay off with the arrival of the Street Fighter sequel.

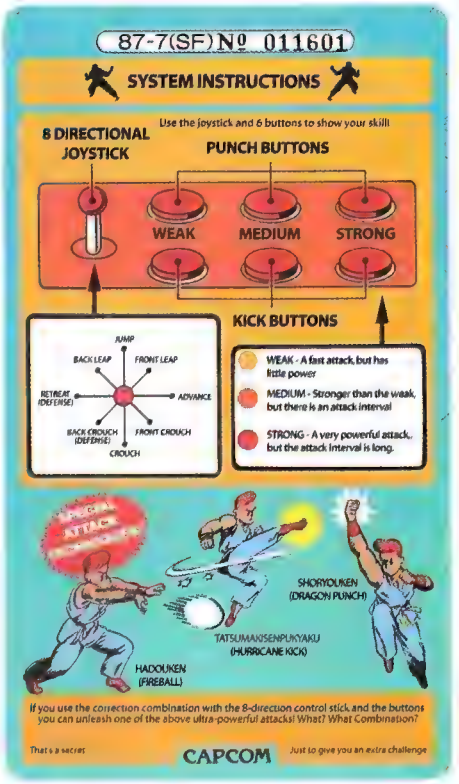
Street Fighter II was a massive hit and caused a revival of Street Fighter I in arcades as well. The series saw the beginning of a steady growth in popularity with Street Fighter II as can be seen by the income from the game[2] and its novelty, even in the eyes of those who didn't play it regularly.

The ushering in of an original control style

A number of genre-defining ideas, beyond just the basic game system were integrated into Street Fighter I. One of these was the "touch response system."[3] At the time of release the system was part of the upright game machine cabinets. There was a pressure sensor built into each of the console's buttons. It detected how forcefully a person hit the buttons and from that it determined the power of different attacks. In order to draw the player's attention to this system giant buttons were added to all the machines that used it. People who saw them felt the impulse to try hitting the buttons. In many arcades the echoes of people hitting these large, red buttons rapidly became synonymous with Street Fighter.

Some people felt that playing the game was a good way to relieve stress. With

87-7(SF)№ 011506
ストリート・ファイター
STREET FIGHTER
© CAPCOM
PLAY INSTRUCTIONS
AIM FOR THE PEAK OF FIGHTING TECHNIQUES!!
AFTER INSERTING COIN, PLEASE PRESS EITHER THE PLAYER 1 OR PLAYER TWO BUTTON.
IN EACH STAGE THERE ARE THREE ROUNDS. YOU MUST WIN TWO ROUNDS TO ADVANCE TO THE NEXT STAGE. IF YOU FAIL TO WIN TWO OF THE ROUNDS, THE OPPONENT WINS THE STAGE AND IT IS GAME OVER FOR YOU.
TO WIN THE ROUND, YOU MUST EITHER KNOCKOUT YOUR OPPONENT WITHIN THE TIME LIMIT, OR HAVE A GREATER AMOUNT OF HEALTH ENERGY LEFT AT THE END OF THE ROUND.
IF THERE ARE 2 OR MORE CREDITS IN THE MACHINE, YOU MAY PRESS THE PLAYER 2 BUTTON AND YOU CAN BEGIN A PLAYER 1 VERSUS PLAYER 2 BATTLE.
PLAYER 2 CAN START A BATTLE AGAINST PLAYER 1 AT ANY TIME, EVEN WHILE PLAYER 1 IS PLAYING THE GAME
BONUS GAME
THERE ARE TWO DIFFERENT TYPES OF FUN BONUS GAMES. ONE USES THE PUNCH BUTTONS AND PROPER TIMING TO PLAY, WHILE THE OTHER USE THE DIRECTIONAL LEVER, PUNCH AND KICK BUTTONS TO PLAY.


87-7(SF)№ 011601
SYSTEM INSTRUCTIONS
Use the joystick and 6 buttons to show your skill!
8 DIRECTIONAL JOYSTICK
PUNCH BUTTONS
WEAK
MEDIUM
STRONG
KICK BUTTONS
JUMP
BACK LEAP
FRONT LEAP
RETREAT (DEFENSE)
ADVANCE
BACK CROUCH (DEFENSE)
FRONT CROUCH
CROUCH
WEAK - A fast attack, but has little power
MEDIUM - Stronger than the weak, but there is an attack interval
STRONG - A very powerful attack, but the attack interval is long.
SHORYOUKEN (DRAGON PUNCH)
TATSUMAKISENPUKYAKU (HURRICANE KICK)
HADOUKEN (FIREBALL)
If you use the correction combination with the 8-direction control stick and the buttons you can unleash one of the above ultra-powerful attacks! What? What Combination?
That's a secret
CAPCOM
Just to give you an extra challenge

The original arcade instructions for Street Fighter I. While it does give a break down of the basic movements in the game no commands for special attacks are shown. Can you believe that there was no way to know how to perform the special moves back then… ?!

3. The "touch response system" meant that the strength of an attack was based off of air pressure; the amount of force a player hit the buttons with. Not many people know that inside the game cabinet was a sensor that would activate after the button was depressed. This sensor detected the air pressure that was released after each press. The special attack techniques were sensitive to the air pressure gauge and without the proper amount of pressure they wouldn't be executed. All the Street Fighter cabinets released during this time integrated the same pressure-sensitive system.

A Street Fighter I picture showing Ryu and Ken. They look quite different now, but back then Ryu still sported his traditional white uniform and headband while Ken wore his distinctive red one.

the weak, medium and strong attack buttons spread out over the console, it placed a great deal of stress on the player's hands. Certain hardcore players found that their hands ached after a while as they tried to execute the game's powerful attacks over and over again. Only small group of people were able to fully master all the moves.

The intense button pounding often resulted in a large number of the machines slowly breaking down or even rendered completely out-of-order[4]. The burden of maintaining this system was very high and many arcades ended up simply leaving the touch-sensitive machines in a constant state of disrepair. This led to the Street Fighter I upright machine cabinets ultimately being phased out (especially since large arcades with space for the big, upright machines was becoming fewer and fewer in Japan).

Due to the wear on the machines and their size, the old upright game cabinets were later replaced completely with the table-style, six-button cabinets that are still found all over Japan today.

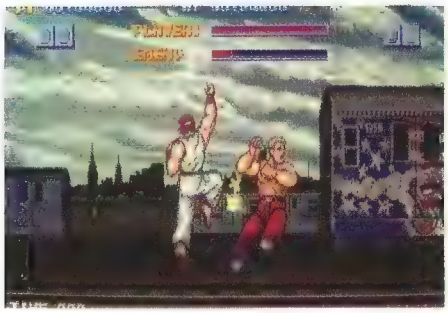
The next year, Namco developed their own version of the touch response system for their game Unparalleled Man – Bravo-Man (Chou Zetsurin Jin – Bravo-Man). Just like Street Fighter I, the game was popular, but the button response system wasn't carried on afterwards. The systems were just too much of a repair burden to continue using.

While the game had to change cabinets to the current mainstream table-style the storyline, gameplay ideas and command system remained the same. Six-button cabinets with sets of weak, medium and strong punch and kick buttons became the standard that all Street Fighter games utilized from then on. The two-button configuration was the industry standard at the time and while some people felt six-buttons added unneeded complexity, players quickly adapted to this new configuration. Other game makers surprisingly also adopted this configuration for their fighting games. Capcom's six-button control system changed the industry. It's doubtful Street Fighter II would have been the huge success that it was, and still is, without it.

Until Street Fighter I came along, executing a special attack in video games was as simple as hitting the proper button. Many shooter games had this type of limited use bomb-style attack that would either clear the screen of enemies or do extra damage. With only a limited number of uses for these special attacks players tended to save them as a kind of trump card. Street Fighter's special attacks were instead mapped to a series of specific joystick and button commands that could be executed as many times as the player could perform the right sequence. This new system turned older video game conventions on their heads. It was just one more innovative idea in a wave of new concepts that came forth from the game's design. The commands for the Dragon Punch and Fireball[6] are common knowledge to players all over the world nowadays, but back then there wasn't an easy way to figure out how to execute these special moves. None of the commands were actually published on the instruction card that came with the game[7]. It was only through

4. Striking the buttons hard and really pushing the touch response system eventually caused the machine's pressure sensors to break. Because of this, players would often see "Out of Order" signs on machines in the more popular arcades.

5. This wasn't a fighting game like Street Fighter I. It was a side-scrolling action game. It possessed the same type of touch response system as Street Fighter I in that how much a player hit the buttons would determine the attack's power. They called this the Bravo System. With its comedic characters and cartoon animations, it was quite a unique product.



A screenshot of Ryu executing one of his special attacks, the Dragon Punch. An opponent hit by this deadly attack would lose nearly half their health.

A screen shot of Sagat, the final boss in the early days. His quick, special attacks made him very dangerous.

word of mouth amongst hardcore arcade players that knowledge of these commands spread. This partial secrecy was a conscious design decision on the part of the developers. Even one hit from any of the special attacks knocked about 40% off an opponent's health, making them truly devastating techniques. Players of Street Fighter II might be inclined to think that it was easier to execute special attacks in Street Fighter I, but the reverse is true. In Street Fighter I the timing of the moves was very strict and very hard to master[8].

Porting to the PC Engine System!!

When the original Street Fighter game was ported to the PC Engine (Turbo Grafx 16) home system the decision was made to change the game's name to Fighting Street. This was to differentiate between the two home and arcade versions. The game's high memory requirements meant it was released on a CD-ROM2 format and was therefore quite the novelty for video game fans. As an interpretation of the arcade game its quality was high despite the backgrounds being somewhat simplified. Considering the limitations the PC Engine had at the time it was an excellent port of the Street Fighter arcade game. Thanks to CD-Rom technology the in-game background music used full CD-quality sound instead of the synthesized music typically found in games of this time.

There were weaknesses too of course: the many long loading sequences brutally slowed the atmosphere of the normally fast paced game. The other problem was that a six-button controller didn't exist for the PC Engine at that time. Since only a traditional two-button controller came with the system, the game's controls had to be adapted to suit this. The type and power of an attack varied based on the amount of time the button was held down. Unlike the arcade version, quick use of special attacks became next to impossible thanks to this makeshift control scheme. This was eventually corrected so that players could use a special trick to more easily execute special attacks though this in turn caused other game balance problems.

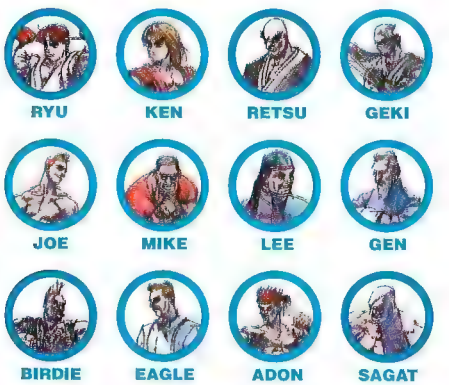
The PC Engine controls were simplified to allow easy use of special attacks and they could be a deciding factor in a match. The special attacks were normally difficult to master but with the home version of Street Fighter people could learn them just by playing once or twice. Note that the picture to the right is from the original arcade version of Street Fighter.

6. The commands for the Fireball and Dragon Punch weren't officially published in Street Fighter I game manuals. They were considered secret techniques and players had to find them out on their own. This policy of secrecy was abandoned after Street Fighter I.

7. The three special attack techniques known as the Dragon Punch, Fireball and Hurricane Kick were all programmed into the game. While players would occasionally get lucky enough to execute one of these attacks they were still quite rare and the number of people who figured out the specific commands were few and far between.

8. If you were to play the original Street Fighter now, you'd soon realize just how strict the command input system really was. Even experienced players of the latest fighting games, who can execute any special technique imaginable, would find that Street Fighter I's timing system is very unforgiving and that it's very difficult to pull off the special moves. The reasoning behind it at the time was simple; if the moves were too easy to execute, they'd severely disrupt gameplay balance.

Characters



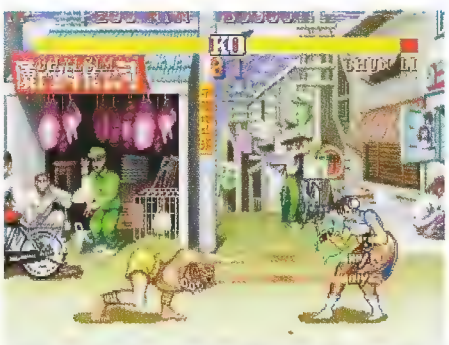
STREET FIGHTER II
The king of all fighting games makes its grand debut in arcades!!
Circuit Board: CP System
Release Date: 1991

The legend begins here!!

The history of the legendary fighting game, Street Fighter II, begins here!!

Four years after the release of the original Street Fighter, Street Fighter II was unleashed. Street Fighter II started a new age of two-player Versus play and solidifying the idea of competitive fighting games. This advancement became a legend in the video game industry and also brought about a boom in the fighting game genre.

Games like Sonson[1], where two players worked together cooperatively, were abundant throughout arcades at that time. The only competition between the two players was their score and ranking. Most people thought of 2 player games as 'Two people united against a common foe', with that foe, of course, being the computer controlled enemies. Beyond comparing scores at the end of the game, there was no real head-to-head competition between players. Street Fighter II changed the industry and brought true, competitive games to the general public. It was quite a unique approach and with this change came inherent risks.



From the character animations to the operating system that ran the game, every part of Street Fighter II was new.

Traditional game cabinets were designed for two friends to play side-by-side. Capcom had to alter their cabinet designs to give each person more privacy, as players felt awkward competing so closely next to a possible stranger. Gamers needed to change the way they looked at competition before they could accept this new style of play[2]. Normally having to overcome such a major hurdle for release would have caused most other video games to lose momentum and fade away from bad feedback. The first cabinets that appeared specifically for Versus style games had a completely new design. Introducing this cabinet style was slow and establishing a strong fanbase for the game took time.

1. A side-scrolling shooter game based on the classic Chinese story "Journey to the West" (also known as "Monkey"). It allowed for two people to play together simultaneously and many assumed it was a Capcom released title.

2. At the time, the standard arcade cabinets were built for cooperative two player games like Final Fight or Sonson, where the two players were right beside each other. Afterwards, the cabinets changed so that the two players were facing each other to help make competition between them seem more natural.

Even though by today's standards the number of characters available seems small, it was quite the selling feature when Street Fighter II was first released.

The distribution of head-to-head style cabinets is the real start of competition fever!!

Since Street Fighter II's popularity was built around its competitive play style, it had to overcome the privacy problems players felt. The first generation of dedicated head-to-head machines involved taking two regular, single-player cabinets and linking them together with a special cable. This allowed them both to operate in tandem effectively making them one machine. This eliminated worries players had about playing directly next to strangers and from there, competitive fighting games really took off. For those who cherished this new playing style, the new arcade machine cabinets were a godsend. Players were bored of only playing against the CPU. They wanted human opponents and Street Fighter II proved to be what they were looking for. Players wanted to prove their skills and competing against other people let them accomplish that. Without Street Fighter II spurring on the use of head-to-head cabinets, it's doubtful the industry would have adapted to them so quickly. Not only did the fascination of competitive play capture the hearts of players everywhere, it's also responsible for starting the rise in popularity of fighting games.

This competitive play wasn't the only factor in the boom of the fighting game genre. People also loved that Street Fighter II had eight different characters to choose from. Nowadays it's natural to have a wide variety of choice in this area but back then that wasn't the case. That abundant choice really gave players a sense of individualism. It was such a new idea that other people in the video game industry wondered if so many characters would create unnecessary confusion.[3] Games at that time didn't possess detailed graphics that allowed people to distinguish between characters on the level that Street Fighter II did. Capcom's ability to show how distinct each character was really made it really stand out. Capcom pushed this even further by giving each character their own set story lines, fighting skills, levels of power and a unique ending that further served to distinguish characters from one another. The days of, "it doesn't matter which character you use, they're all the same anyways" were dying out quickly. Capcom's design team worked hard to make the characters look and feel unique. It wasn't just a matter of character popularity; each one had an established fighting style that was readily apparent. Their basic premise for the characters was that, "each character has their own story and it doesn't matter which character the player chooses, that one will be the protagonist". This prompted players to grow attached to all of the game's diverse characters.

The Walking Dragon Punch

There was a specific sequence of joystick movements that had to be followed in order to execute a Dragon Punch. The move started with the joystick in the forward position, then into a crouch position and finally the joystick was moved into a front crouch position. This seemed strange at first to many and in turn few were skilled at executing it. Eventually, some players mastered it and could execute it at will. Fans gathered at arcades to watch the people who could pull off these new moves so capably. Such skilled players quickly became the 'heroes' of their respective arcades. The rumor went around that "if you try to do a Fireball while walking forward, it's easy to pull off a Dragon Punch." Since walking forward completed one of the three needed movements, this rumor turned out to be true. If the character was already moving forward it was simple to move the stick down and then into the front crouch as if executing a Fireball. This helped players execute the move without the same feeling of complexity. The trick worked because the game board's CPU recognized the Fireball movements as also being the final two commands for the Dragon Punch. Naturally, players still had to hit the punch button at the proper time or the move wouldn't be properly executed. People noticed that a failed Dragon Punch attempt usually resulted in a Fireball. Mastering the game back then was largely a matter of trial and error. Learning the "Walking Dragon Punch" trick meant more people picked up on the special moves and they became more common.

In the picture to the right, you can see that Ryu is trying to execute the "Walking Dragon Punch," but has made a mistake and is momentarily crouching instead.

3. At this time, most games were either shooter or puzzle-based games. With shooting games, the player would use one specific ship, mecha, plane or other object. In puzzle games, there weren't really any 'characters' being controlled by the player. In action games, players would usually only have two different colored characters to choose from for play. At the time of Street Fighter II's release, having eight unique characters was a lot to choose from.

4. Nowadays lots of different fighting games, even those not made by Capcom, utilize joystick and button commands identical to the Dragon Punch maneuver. The Dragon Punch was originally designed to defeat the perceived invincibility of airborne attacks such as jumping kicks. Because there are so many airborne attacks in fighting games, the Dragon Punch became a natural defensive response for players to adopt.

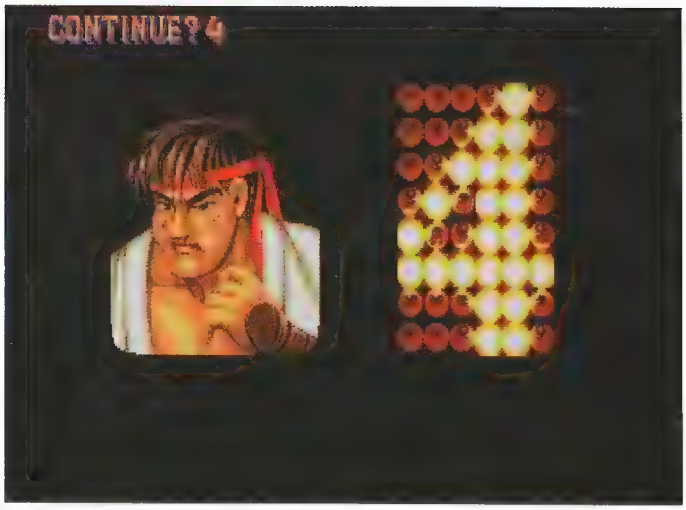
The rarely seen special attacks that frustrated players became their ambition

Giving players choice in character selection gave fighting games a greater depth than they'd previously had. The basic game system itself hadn't changed since Street Fighter I, though the command system for the special attacks did become more forgiving. There were still several special attacks rarely seen because the command descriptions on the instruction cards were difficult to understand. Since executing the special attacks proved to be quite troublesome, having the CPU use them while controlling an enemy gave players a chance to see the special attacks and learn how to use them effectively. The fact that people still weren't accustomed to using six buttons instead of two was a large contributing factor to their difficulty.

Hold the joystick back and then bring it forward while hitting an attack button. This "charge up" style was just one of the command standards that Capcom put into Street Fighter II.

While some players struggled to try and understand these rare special attacks, others were practicing the ones they could perform and experimenting with the ones they couldn't. As well, they tried to increase their win ratio by playing the game on a regular basis.

In the beginning most players usually chose Ryu or Ken because they were familiar. But after trying them two or three times, a number of players switched over to one of the other characters. The special attacks became easier for people to execute later on but at the time the Fireball and Dragon Punch were unfamiliar. The number of people who could perform them was small and this played a large part in people switching to try using Guile, Chun-Li or E. Honda. These characters had charge-up and barrage style special attacks which many people felt were easier to execute. Eventually other game makers followed suit with similar command sequences for special attacks in their respective fighting games, though players still referred to these commands as "Fireball," "Dragon Punch" and other such patented Street Fighter II moves.[5]



Many of the players who selected Ken or Ryu, since they were very strong characters, were frustrated by the difficulty of their special attack techniques.

No particular character had greater overall power

Ryu, Ken and Guile all maintained a solid balance between offensive and defensive capabilities. Chun-Li and Blanka had superior movement capabilities while Dhalsim's attacks had a longer reach. Right after the game's initial release, people had a tendency to select characters based on the style of play that best suited them. With the rapid rise of competitive gaming the search for the strongest character really began. Ryu, Ken and Guile really seemed to stand out with their "make'em jump, make'em fall" tactics that allowed for a fairly easy victory. For Ryu and Ken, the specific combination that proved most effective was the Fireball-Dragon Punch Combo. Guile's was the Sonic-Somersault.[6] His charge-based moves were easy to execute and become favored by new players.

The "cheap Guile" combo started with a Sonic Boom to force an opponent into the air, followed by a Somersault Kick. Many players viewed this as a cowardly tactic and were opposed to its use in game. They felt that it was a cheap tactic and a cheap exploitation of the game mechanics. Debate raged over these types of play strategies.

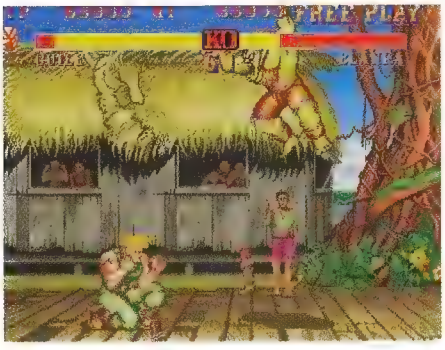
Beyond Guile the two characters who seemed to be the toughest to fight were Blanka and Zangief. Blanka could move very quickly and his Rolling Attack offered excellent counterattack capabilities. When a counter was performed in addition to the special attack, nearly half of an opponent's

5. Other names include the "Yoga Flame" or the "Reverse Yoga (flame)"; players of fighting games made by other companies could explain how to perform their games' special attacks using the terminology of Street Fighter styles.

6. If player one threw a Fireball attack and player two jumped over it, the first player could then follow up instantly with a Dragon Punch, striking player two as they leapt forward. In a similar fashion, if a player performed Guile's Sonic Boom attack they could then follow up with a Somersault Kick. While playing a character with a powerful anti-air attack, the simple strategy was to repeat the type of combos listed above to defeat your opponent.

After defeating eight characters in the game, the Four Bosses would appear, whose power was beyond that of the other characters in the game. Bison was especially powerful and therefore the final boss.

health was drained. The mainstay of play became using special attacks while characters that required a high degree of technical skill saw less and less play. The effectiveness of Blanka's leaping hit technique, where he jumps at an opponent and follows through with a weak punch, was only later discovered[7]. Once it was discovered, a a lot of people began to play Blanka as devotedly as they had Guile. Zangief's



Eventually Guile became the preferred character of players in Street Fighter II because of how easy it was to execute his powerful special attacks. More than any other reason, this made Guile's fighting style one of the strongest.

"Chain-Screw"[8] was next. It was a powerful but rarely seen combo that had little range and was very difficult to execute. Another character with a variety of techniques and unexpected power was Dhalsim, with his unique balance of offensive and defensive maneuvers. Being a long distance fighter and keeping away from his enemies was the key to success with him. Dhalsim's extensive reach with his regular attacks comboed well with his Yoga Flame or sliding attack. The sliding attack was used to knock opponents over as well as damage them. In the hands of a very skilled player Dhalsim could score a perfect victory without an opponent even getting a chance to strike.

The individual abilities of the characters weren't the only factor. The actual skills of the players involved were an important component of victory. Eventually players would randomly select a character to prove they could win no matter which they chose. In many arcades, people who could win this way were regarded as the ultimate players.

The Cancel-Technique for the Uppercut and the Dragon Punch Appears!

All of the wide varieties of techniques and commands found in today's fighting games have their roots in Street Fighter II. One of the most commonly found is a technique that allows a player to stop the animation of an attack halfway through to start a second move while still retaining the damage from both strikes. This is referred to as a "cancel". In Street Fighter II, the cancel techniques were not planned or programmed in on purpose. Rather they developed unexpectedly through regular game play and because of this have become a bit of a legend. When a cancel was performed, players could immediately follow up with another attack, creating a combo that proved to be very effective. A classic example of this was Ryu and Ken's "Upper-Dragon Punch" technique, wherein a strong kick attack would send the opponent into the air, which was then followed immediately by a heavy punch. The player would cancel it and then briefly execute a quick-firing Dragon Punch to finish the combo. After just one of these cancel-combos the opponent would be severely damaged or defeated. At that time, the extreme effectiveness of this technique made a mark out of anyone able to perform it. In today's fighting games, it's often difficult to defeat the CPU opponents without using cancel-style combos.

Though it began as a bug, the cancel technique has become a common aspect of today's fighting games. This bug technique made Street Fighter II more exciting in many people's opinion.

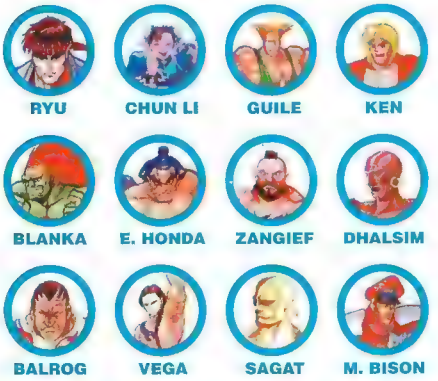
The hope for a sequel

As the fever for competitive styled games continued the call for a sequel began to build momentum. Fans wanted improvements to game balance and the ability to play the boss characters. They'd witnessed the power of the Four Bosses and it was inevitable that fans wanted to play them. The designers were worried initially that Bison's power levels would unbalance the game. Despite their fears, a version upgrade was released one year after the release of Street Fighter II. Its title, Street Fighter II: Champion Edition.

7. Performing a jump followed by a weak punch had a very high chance of hitting due to the fact that Blanka's weak punch had the same range as most other characters' strong attacks. In comparison, Ryu, Ken and Guile's jumps would strike a large area when combined with a strong punch and were often performed because of this.

8. Players would advance on their opponent with a series of short, dashing steps and then perform a Screw Pile Driver special attack. This combo was nicknamed the "Chain-Screw."

Characters



STREET FIGHTER II
CHAMPION EDITION
The Four Bosses join and the entire system is fine-tuned for the upgraded version of Street Fighter II!
Circuit Board: CP System.
(Japanese Title: Street Fighter II: Dash)
Release Date: 1992

The Four Bosses enter the battle!

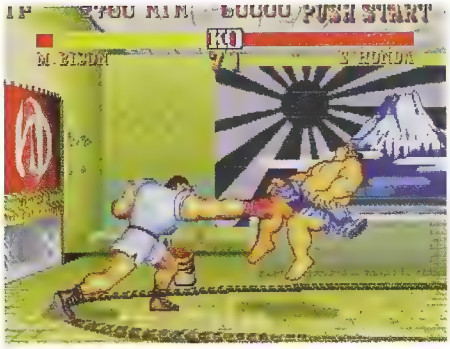
One year later the anticipated follow-up game is released!

In April of 1992, Capcom released an upgraded version of Street Fighter II called Street Fighter: Champion Edition. They wanted to satisfy players' escalating expectations and increase the popularity as well as the capabilities of the competitive playing style. They did this by continuing their hit game Street Fighter II. Rather than simply following the path of the current fighting games, Capcom struck out in a new direction. The arcade industry was changing thanks to Street Fighter II's massive popularity and head-to-head fighting games were becoming the norm. Other game makers were beginning to make their own player versus player fighting games and beginning to establish a name for themselves. One such game was SNK's Fatal Fury: Legend of the Hungry Wolf. [1]. By this point Capcom had a lot of experience under their belt thanks to Street Fighter II and that knowledge gave them an advantage in terms of technical and artistic know-how that other game-makers were hard pressed to match. Rather than fear the competition Capcom welcomed and encouraged it as it increased their own drive and the level of originality found in the genre.

Street Fighter II: Champion Edition. The much-anticipated sequel to Street Fighter II overjoyed fans.

1. This would eventually evolve into SNK's trademark fighting game, The King of Fighters. The two-line system used in the game was different from Street Fighter II and brought different enjoyment to players.

2. In the original Street Fighter II game a player couldn't select the same character as the other player during Versus battles. With the upgrade to Champion Edition this became possible.



You can see the power of the Four Bosses in this screenshot. With their impressive strength, many found them fun to use in Street Fighter: Champion Edition.

Fighting game popularity exploded when Capcom made the Four Bosses playable characters!

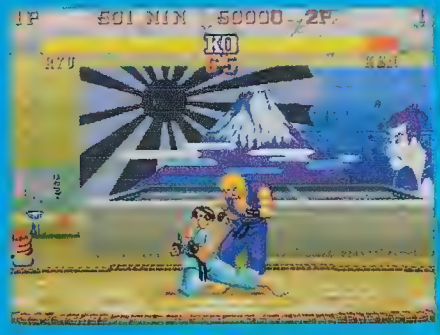
Street Fighter II: Champion Edition was everything the fans had hoped for. It finely tuned balance issues that had become apparent in Street Fighter II. But more than anything else, it offered the possibility of playing as one of the Four Bosses from the original. They were originally CPU controlled opponents and for the fans it was a delight to finally be able to use them. Another big change was in Versus battle. Players could now use the same character simultaneously. In the original Street Fighter II when a new challenger arrived in Versus mode they couldn't select the same character that the continuing champion was using.[2] This change let players finally test their skills against each other without worrying about differences. Another new feature was the ability to change the colors of the characters. This was done by pressing any button but the start button in the character selection menu.

Having the chance to use the same characters in a Versus battle, the abilty to play as the Four Bosses and both players in a competitive battle using the same characters; All these things made Street Fighter II: Champion Edition a dream come true for the fans.

Combos built around Simultaneous Button Presses are Discovered

Starting with the cancel technique and followed by the chain technique, players began to discover an increasing variety of play techniques, from major strategies to local area play styles. Among these new techniques emerged a rather famous one called the "simultaneous press". It started with a weak kick, and as the character returned to a normal position, a player quickly hit both the weak kick and punch buttons simultaneously. The effect was a cancellation of the weak kick animation and immediate execution of the punch to form a powerful combo.

This was an especially popular technique with Ryu and Ken, using their crouching kick to start, then executing a strong punch followed by a special attack. Once people began to see the combo possibilities, Ryu and Ken's weak kick attack showed up a lot during competitive play. While the exact story of how the cancel and simultaneous-press techniques began are unknown, there was quite the surge in competitive play to experiment and develop more of these new techniques after their discovery.



By pressing two attack buttons simultaneously players could execute a combo where a cancel would be performed on one of the attacks after impact and instantly be followed by a regular attack. Performing this combo caused an extremely quick cancellation of the first attack and allowed for a combination blow. The simplest of these attacks was the crouching kick combo of Ken and Ryu.

The boom that began with Street Fighter II increased even more with the release of Street Fighter II: Champion Edition. With fighting games the greatest pleasure for many is the moment of victory. Many players seeking that moment of glory would feed arcade machines with coins day in and day out. With fans multiplying and the profits reaching new levels, companies gladly jumped on board this new fighting game trend.

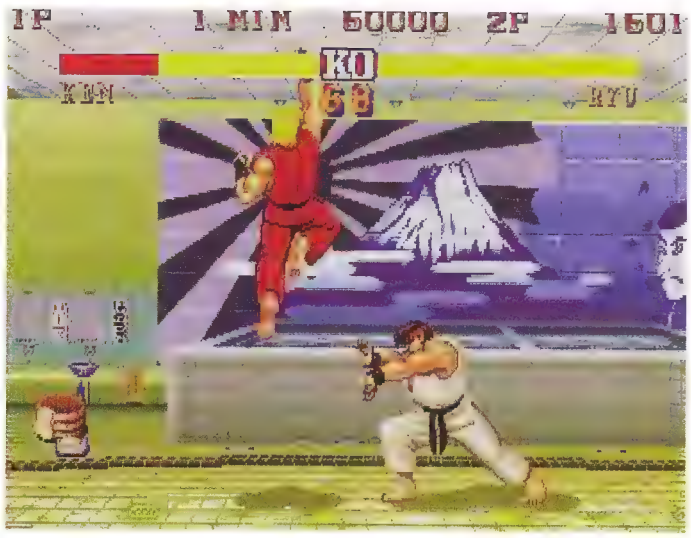
Hardcore Street Fighter fans wanted to play as the Boss characters and they finally got their wish. Balrog had incredible power, Vega had great speed, Sagat had a powerful balance of offensive and defensive moves and Bison had his deadly rushing attack ability. Of course the power levels of their previous incarnations had to be reduced to preserve game balance. Their fighting styles were new but special attacks for the Four Bosses were no different from those already in Street Fighter II. Players were easily able to adapt to them and many wanted to experiment with these new selectable characters.

Vega's speed in the air surpassed that of Chun-Li's and he was able to perform magnificent aerial maneuvers like the Izuna Drop. Getting hit by this produced quite the visual spectacle. Sagat possessed decent aerial, anti-air and charging attacks as well as three special attacks. His massive size gave him a long reach and impressive damage with normal strikes. Not surprising then that he should be one of the Four Bosses. What was surprising though was that of all the bosses, only Bison was able to rise above the popularity of the original eight characters. The Psycho Crusher, his trademark move, and the Double Knee Press of Street Fighter II were both kept in the Champion Edition. Such was the power of Bison that play balance problems developed and fans began to see far too much

3. If a player began with Bison's Psycho Crusher special attack and then, while the opponent was blocking, the player would perform a throw on them. This became known as the "Psycho-Throw" technique.

4. With regular use of the Double Knee Press attack, an opponent's health could be quickly whittled down. This technique became known as "Chain-whittling".

The problematic Double-Knee Press that originally never missed.



Ryu and Ken's abilities were refined so that Ryu was stronger defensively, while Ken had the advantage offensively.

use of his "Psycho-Throw" and "Chain-Whittling"[4] techniques.

Debate! The Chain technique and others...

Even with the improvements, problems arose with the various abilities of the different characters, the most infamous being the dreaded "Chain" technique. The exact definition of "chaining" varied from player to player but most agreed that repeated use of special moves combined with throws, which didn't allow for the other player to counterattack, was brutal and underhanded. Many players felt that certain combinations of moves were unstoppable. If player one uses Guile and throws repeated Sonic Booms it forces player two to constantly block while inching forward to get in range for a damaging throw. If player two jumps over the Sonic Boom player one Somersault Kicks them. If player two stays still they almost certainly get thrown. Players who used these chain techniques argued that getting close enough to throw an opponent left them vulnerable. They believed that while the combo might be extremely hard to avoid, it wasn't unstoppable and therefore wasn't cheating.

The debate over move combinations was fierce but no one could argue that repeated use of Bison's special moves was fair. His Double Knee Press attack was particularly unfair[5] and this combo could be repeated until an opponent was either whittled down to death or time ran out. There was almost no chance for an opponent to counterattack. Opinion was harshly divided with one side wanting these sorts of chain-able techniques removed and the other side believing they were a valuable part of mastering each character. An additional problem was having no real way to enforce "arcade house rules" keeping them out of play. Some players would negotiate whether these types of attacks were allowed before inserting their quarters to play against one another. Oddly enough, these negotiations only helped to showcase just how popular Street Fighter II was.

The established fighting styles of the characters

The unique qualities for both the eight established characters and the Four Bosses were honed in Street Fighter II: Champion Edition and the characters developed distinct reputations. Ryu became closely associated with his Fireball attack, Ken with the Dragon Punch, Zangief with throws, Vega with rush attacks, etc. Each character's capabilities evolved to showcase their fighting style even more clearly. At this point players developed a solid attachment to the character they were most successful with. This was a big change from earlier video games where the focus was usually on the game itself, not the individual characters. Competitive play fever continued in arcades around the world and tournaments sprung up for players to show off the skills they had developed with their favorite characters. Developing a fighting style and mastering a favorite character became the most important part of play amongst the hardcore Street Fighter fans. Players would try different characters so that they could decide which one suited them best. Those ranged from the classic game play of Ryu, Dhalsim with his tricky distance attacks, Zangief's powerful moves, Vega's amazing speed and others. People began to recognize which players were good with each character and the top players were well known amongst their peers. This type of deep character-based loyalty had never existed in the video game industry before Street Fighter II: Champion Edition.

Sagat received improvements to his abilities, while Guile's overall power and effectiveness were weakened in order to improve game balance.

5. Chaining certain special moves made them almost impossible to avoid. Even worse, blocking the special attack still caused the victim to take some damage.

6. In order to stay close to an opponent after having used the Screw Pile Driver, players had to perform a series of quick dashes with their character.

The concept behind fine-tuning and version upgrades

While there were no major changes made, each character's abilities were adjusted to improve game balance and enhance their specialties. This lent a feeling of stability to the battle system as a whole.

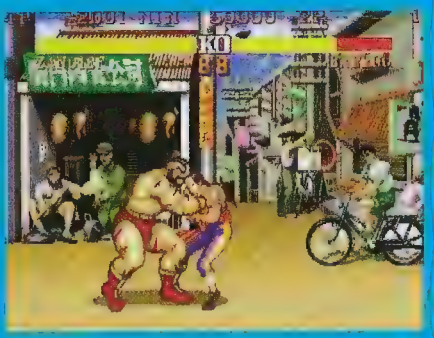
Ryu's and Ken's fighting styles evolved after Street Fighter II: Champion Edition. The power of Ryu's Fireball increased and Ken's Dragon Punch gained a boost in power as well and most people felt these changes enhanced the game. Guile's power was reduced and brought more in line with the others. He was, however, given a new special attack called the Knee Bazooka used by holding the joystick back. Dhalsim's bizarre movements were further refined to make him even trickier. Zangief received a hefty reduction in overall power and his Double Lariat attack was made into an anti-air move only effective against jumping opponents. The range and power of his Screw Pile Driver was also lessened to make it more difficult to perform the "Chain-Screw" combo.[7] Even with reduced range, in the hands of a skilled player, the joystick spinning moves of Zangief could still pose a big threat. While the speedy Blanka saw his Rolling Attack damage diminished, he also gained an increase in overall damage for his regular attacks. Chun-Li saw the reach of her aerial throw reduced but her Hundred Kick was made easier to execute with a reduction in the number of button presses required. Chun-Li's close combat power was increased a bit, but she remained relatively unchanged overall, as she had proved to be quite a well balanced character from the very beginning.

Street Fighter II: Champion Edition, with its fine-tuning and inclusion of new playable characters, was designed to be a version upgrade rather than a brand new sequel. Both the arcade game industry and players were pleasantly surprised at adjustments made to the original game. While the fighting game genre may have been born from Street Fighter II, Champion Edition solidified it as a concept both within the industry and amongst the players.

The challenge to unlock the most difficult moves!

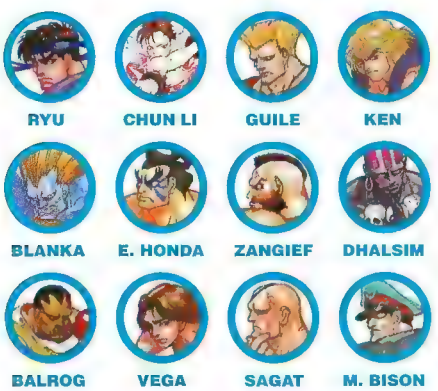
In Champion Edition there were a number of special attack commands that required players to perform a complete spin of the joystick. Zangief's Screw Pile Driver was one of these difficult to pull off attacks. Players had to move the joystick in a complete circle to execute the move (all that was actually required was that the joystick hit the four main directions: up, down, left and right) and this gave players a real headache. If they moved the joystick into the up position, wouldn't the character just jump? It didn't seem like they could spin the joystick around fast enough to pull the move off. These and other problems with the command pattern motivated players to experiment with how best to execute these special attacks.

One of the first solutions was to jump towards the opponent performing the joystick spin while in the air so they could pull off the throw near their enemy. The second solution involved performing a simple attack to force their opponent to block and then, while the attack was still in progress, execute the full joystick spin as a cancel type attack. Both these strategies worked, but they were inflexible and the pattern involved became easy to see and counter. Another tactic was devised where the player would begin with the double-tap dashing step and then execute the full joystick spin at the end. This became known as the "Standing Screw" and those who could perform it at will were considered elite players. Yet another option involved advancing towards the opponent and then spinning the joystick down, to the opposite side and finally to the up position to execute the Screw Pile Driver at the right moment. This worked because the range for the Screw Pile Driver was quite a bit larger than Zangief's regular throws and when executed it seemed as if he was pulling the opponent towards him. More Street Fighter slang developed with players describing Zangief as "smoking" his enemies for his big special attack. In the end Zangief's difficult to perform move became a status symbol and was utilized at will by elite players.



Compared to all the other characters Zangief had the longest reach for his throws. If an opponent was within striking distance of Zangief, they were almost always within range of his throws.

Characters



STREET FIGHTER II TURBO
Game Speed is Increased and More Fine-tuning is made to the next installment!
Circuit Board: CP System
(Japanese Title: Street Fighter II Dash Turbo)
Release Date: 1992

The keyword is TURBO.

Using the base Street Fighter II system a new challenge is created!!

Eight months after the release of Street Fighter II: Champion Edition, Capcom decided to release another version based on feedback from developers and players alike. This new release, known as Street Fighter II: Turbo, retained the majority of game play mechanics from Champion Edition but increased the game speed and modified some of the character special attacks to improve game balance. Rather than an entirely new incarnation, Turbo was largely a sped up fine-tuning of the changes that came from Champion Edition.

One aspect of the game that changed was the speed of game play.

Other game makers at the time began basing their fighting games heavily on the format and moves seen in Street Fighter II. Many manufacturers found it difficult to create fighting games that could stand on their own without comparison to Street Fighter's exploding popularity. Sega pioneered in a different direction with a 3D fighting game called 'Virtua Fighter'[1]. Although the 3D graphics were eye-catching, Capcom decided to stick with the popular 2D game play of Street Fighter and make minor alterations to their existing franchise. Many fighting game fans felt that the heightened

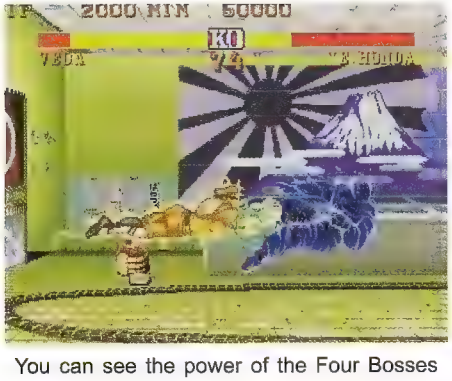
1. Sega's fighting game title used a 3D polygon based graphics system. Since 2D games were the mainstay of the arcade scene at the time, this game was another historical moment for the industry. The 3D polygons allowed the development of characters that moved far more like real people than had ever been seen before. Since they were 3D objects, players were able to see them from all angles. This was an impressive development in fighting games with its distinctly different look and feel when compared to 2D fighters. From this point on there were now two types of fighting games in the genre: 2D and 3D.

speed and adjusted character abilities of Turbo made it a brand new game.

Turbo speed was the first in a line of many game play ideas that Capcom would pioneer with their fighting game franchises. Each new fighting game that Capcom released after carried new challenges and techniques that players had to master, instead of only relying on identical moves from the previous version. Super Street Fighter II: Turbo had Super Combos, Darkstalkers had Chain Combos and X-Men had multi-screen vertical jumps and more aerial maneuvers. This constant evolution of game play ideas tested the fan base and gave them new elements they could strive to conquer. In turn, the fans played even more and looked to each new version for new techniques they could master. Street Fighter II: Turbo started this process of evolving game play challenges and the entire franchise matured because of it.

Turbo-charging Street Fighter II

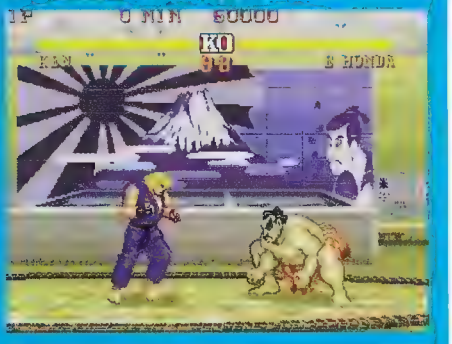
While there were no changes to the base system of the game, players were fascinated with the increase in speed. With a name like Turbo they expected it to be fast, but many players felt that the game was actually too fast. Zangief had the image of being huge and ponderous but with the speed upgrade he seemed oddly fast and many felt it didn't fit his personality. Players started having a lot of problems using Chun-Li and Vega since they were already fast to begin with. Some players became opposed to the new turbo-charged characters. With such a short period of time between releases, players became split between those who liked the upgrade and other who preferred the old and had trouble adapting. The increase in game speed made the command entry and timing for special attacks more difficult, demanding faster and more exacting execution and response from the players. Both Chun-Li and Vega's "Jump Throw" techniques[2] became very difficult timing-wise with the increased play speed.



You can see the power of the Four Bosses in this screenshot. With their impressive strength, many players found them fun to use in Street Fighter: Champion Edition.

Version upgrades included changes to character color schemes and background scenery.

Up to Street Fighter II: Turbo there had been three versions of Street Fighter II with each using the same basic system but making minor alterations such as increased game balance, more playable characters, new fighting techniques and increased play speed. Other aesthetic changes were made such as adding more expressions to the characters faces during combat, modifying the color tones and making the intro animations smoother. The one upgrade that stood out the most to players was the ability to change the color of each characters costumes. This was visible in game and in the character illustrations too. In Street Fighter II: Champion Edition there was changes in the color of the stages, but it was with Super Street Fighter II that players were able to fully modify the color of the characters costumes by pressing different buttons. In turn many color combinations were possible. Players could choose a white-costumed Ryu or a blue-costumed Ken and this further improved the personal connection and individualism of the characters for many players.



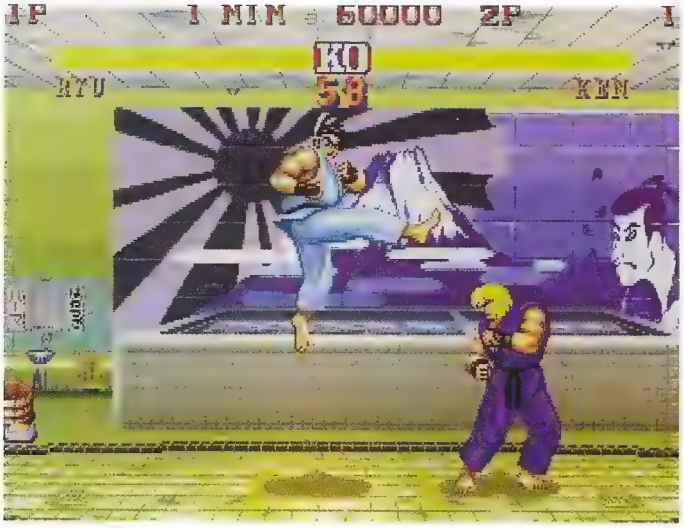
Changing the costume colors of the character a player used became a method of self-expression in the game and marked individuality.

In addition to the speed increase, Street Fighter II: Turbo gave new special attacks to all the characters except Guile and the Four Bosses. This was done to balance out some of the weakness of the other characters. Zangief was given the High Speed Lariat to offset his weak point, Chun-Li was given the Kikoken projectile[3] and E. Honda was given a Super Hundred Hand Slap that was now effective against aerial opponents. All these new changes made the fighting styles that players had developed for Street Fighter II: Champion Edition largely ineffective. This caused players to feel a pressing need to go back and experiment with their combos and special attacks.

While most characters saw an increase in power and new special attacks, Guile and Bison actually decreased in power. Even still the debate over the use of their chain techniques continued and Guile maintained a high degree of potential in his abilities and techniques.

2. This was a technique where players didn't attack and instead jumped around. They would perform an aerial attack and their opponent, in turn, would perform a high block. Upon landing the attacker could throw their opponent while they were still blocking or perform a crouching attack.

3. With the release of Street Fighter II: Turbo Chun-Li saw a change in her jumping combat style. Up to Street Fighter II: Champion Edition she could use her high-speed and jumping in a relatively simple combat strategy against slower, more ground based opponents. With the increase in speed her opponents were no longer at a disadvantage. After Street Fighter II: Turbo Chun-Li received the Kikoken to offset this new weakness. Over time the style and command used for the Kikoken has changed with the demands of the players.



Ryu and Ken were a very well matched fight. Using a mid-air Hurricane Kick gave players a chance for a surprise attack.

There were a fair number of people that didn't know about the existence of Balrog's Turn Punch technique.

Adapting fighting styles to Turbo... are speed and charge attacks the key?

With the changes made to game speed and the special attacks, the fighting strategies used by players also required major revisions. Ryu, Ken, Chun-Li and E. Honda saw considerable change to their special attacks, which lead to greater variation in battle tactics.

Ryu and Ken saw some diversification of their fighting styles. They were both given the ability to execute the Hurricane Kick in mid-air and were able to block in mid-air as well, making them extremely strong characters. Balrog was revised so he could fight against Ryu and Ken on equal ground. In Street Fighter II: Champion Edition, his weaknesses left many players frustrated. They wanted to see a new, unrivalled technique in Street Fighter II: Turbo. The answer to people's requests was the Turn Punch; an unparalleled attack that could be used in conjunction with jumps and dashes. The ultimate limit of the Turn Punch came to be known as the Final Turn Punch.[4] When all the punch and kick buttons were held down a player could charge up power for a monstrous attack. This was enough to finish off an opponent in a single blow if it hit. Players had to carefully consider the enormous time needed when guarding for a build-up of power.

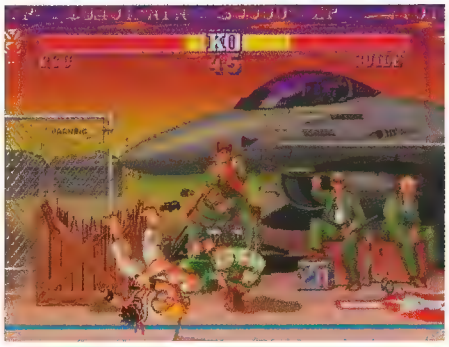
Many characters saw their fighting techniques strengthened and an increased hit rate. While Balrog was strengthened in Street Fighter II: Turbo, his Dash Straight attack was made harder to abandon once activated. This was also true of Blanka's Rolling Attack, since it was even faster with the increase in game speed. Depending on how far apart the character was from their opponent, the increased speed could make it harder for the enemy to see moves coming making them very hard to counter against. Probably the biggest change made was seen in Chun-Li. More than just the increase in movement speed, her jump distance was shortened making it more difficult to move around and easier for enemies to catch her. Her new short range Kikoken move wasn't meant to be used offensively, giving her more defensive options without making her too powerful.

While other characters saw intesified high end fighting techniques, Zangief remained relatively unchanged. As a ground based wrestler his goal was to keep an opponent on the ground as much as possible. While he had the powerful Screw Pile Driver and the anti-air Double Lariat, he suffered a lot from slow movement and the lack of any jump attack capabilities. Since his power was derived from throws, if he could stay close enough to use them he was very powerful. The increased movement speeds of all the other characters in Street Fighter II: Turbo made closing with opponents increasingly difficult. Fans wanted to see Zangief's full grappling potential in fights and Capcom agreed that he should be given more opportunity to use his close-quarters attacks. In turn, Zangief's Headbutt was given a high chance to stun opponents when it hit.[6] Furthermore, since he had no anti-aerial attacks besides the Double Lariat, the Headbutt was also made

4. By holding down the three punch and kick buttons players could charge up an attack. The longer it charged up, the more powerful the final punch would be. After about 60 seconds, players could execute the killer Final Turn Punch.

5. If players hit with Zangief's Headbutt the opponent would be momentarily stunned. With the increased game speed it became difficult to execute a Screw Pile Driver, so players started with a Headbutt to stun their opponent before they executed the Screw Pile Driver.

6. SNK released two fighting games, The Art of Fighting and Fatal Fury II. Fatal Fury II increased the number of playable characters and had a system that highlighted the individuality of each character. With this combination it became the second most popular 2D fighting game after Street Fighter II. The Art of Fighting featured a special camera zoom system during play. It was also the first game to feature super special attack techniques. Data East released the game Fighter's History. Of all the fighting games featured, it had the most individualized characters with their own unique attacks.



Amongst the various fighting games on the market, Street Fighter II: Turbo retained its reputation as the king of them all.

effective against airborne opponents. His tactic evolved so that players would start with a Headbutt to stun their opponent and then perform a Screw Pile Driver. This combination became an excellent way to win a match.

Riding the wave of fighting games came some of today's leading game titles

At this point, entire floors of some of the largest arcades were dedicated solely to fighting games. There was a wealth of new games being released. Titles like SNK's Art of Fighting, Fatal Fury II, and Data East's Fighter's History all became big hit titles and helped not only start the rise of the fighting game genre but push it to new soaring heights.[6]

Street Fighter II was the dominant fighting game on the market and the other game makers did their best to try and top it. They began experimenting with new forms of play as well as developing their own original game systems. Capcom wasn't sitting idle either. They were busy developing a new circuit board system after exhausting the capabilities of their current line of game boards. There were already three Street Fighter II titles on the market and while Capcom had made a smooth transition from one game to the next, there was no guarantee that players would stick around for subsequent releases or that new fans would jump on board. Street Fighter II: Turbo's increase in game speed wasn't considered very novice-friendly. With the fighting game boom in full swing there weren't many machines not already being monopolized by the hardcore fanbase. Winning games consistently depended on using fighting strategies developed over years and the skill gap between rookies and veteran players was growing larger all the time. With this in mind Capcom decided to look into developing a game geared more towards new players. The problem wasn't an easy one to solve. Rookie players beating veterans regularly would show signs of a badly balanced game. While small steps were taken to solve this problem in Turbo, the next game in the series would be carefully built to overcome this hurdle.

The concept behind combo techniques

When fighting games were first released the gameplay was quite simple. Either each character hit the other or players executed a special attack which the opponent would try to block. Once Street Fighter II: Champion Edition added some techniques, players discovered the use of combos. Combos allowed players to execute a series of attacks, one after the other, that would strike their opponent in rapid succession. While combos are a natural part of fighting games nowadays, they didn't originally exist. The classic Jump Kick to Crouching Kick followed by a Fireball three hit combo was seen over and over and it was one of the first to emerge. Players were always looking for better ways to secure victory, whether against a CPU or human controlled opponent. In turn, increasingly complex combat strategies were developed including the concept of combos. These multi-hit patterns could be

While eight and nine hit combos are the norm nowadays, at the time of Street Fighter II: Turbo a three hit combo was impressive.

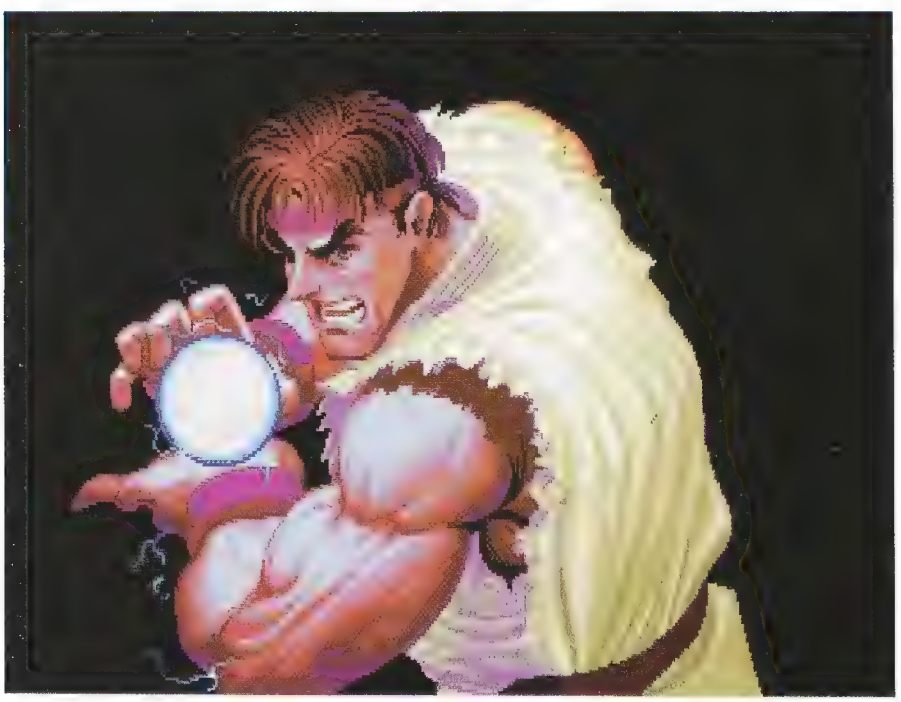
Characters

SUPER
STREET FIGHTER II
The New Challengers
Advances continue as four new characters join the battle!
Circuit Board: CP System II
Release Date: 1993

A massive advancement is made in the series.

The latest title harkens back to the classic gameplay of Street Fighter II

In the six years since the release of Street Fighter I four titles had been released in the series. The new opening sequence for Super Street Fighter II showed Ryu preparing for combat and letting loose with a charged up Fireball that appeared to fire directly at the viewer. This change was a subtle message to fans that a far more powerful circuit board was now being used to run Street Fighter II.[1] The change in processors meant that the system was now compatible with a new 3D sound system called Q-Sound. The new circuit board had improved its graphical processing capabilities and everything from the backgrounds to the characters and their movements were enhanced. The character's facial graphics were overhauled making it easier to notice tiny details. Ken's image changed from his rugged, fighting man look, to the younger image that prevails to this day. Other characters saw their faces and physical appearances improved from the look of Street Fighter II: Turbo.



In addition to better graphics and sound, Super Street Fighter II played more like the original Street Fighter II.

Beyond the fighting system itself changes were also made to the

1. The CP system circuit boards were used up to and including Street Fighter II: Turbo. Once Super Street Fighter II came out Capcom switched to using CP System II boards. The processing power of the CPII board was much higher and the Q-Sound system had full 3D sound. The look of the board changed slightly as well; CPII boards now had an accessable green box, making them easy to identify.

portraits as well as the character's trademark styles and images.

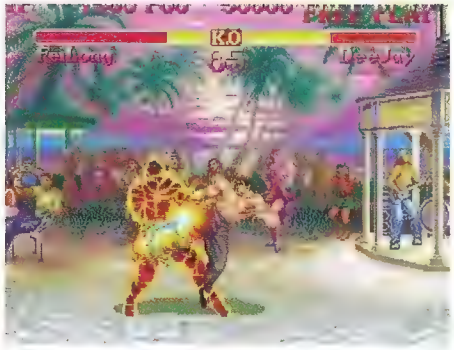
Along with these graphic changes, the cast of twelve characters was increased to sixteen. The four new characters included Fei Long, the rapid attack specialist; Dee Jay, the charge-up specialist; the speedy Cammy; and the powerful T. Hawk.

The speed of game play reverted back to that of Street Fighter II: Champion Edition instead of the ultra-fast play of Street Fighter II: Turbo. A number of smaller adjustments were also made to the game play, bringing it back to the original spirit of the game. The feel of the game resembled the original Street Fighter II with a more basic and balanced style of play.

Simple works best! Super Street Fighter II returns to its Versus Battle roots

Super Street Fighter II was released in 1993. That year the industry saw the birth of a number of advancements in the fighting game genre. Sega's new 3D fighting game Virtual Fighter. This 3D polygon fighting game was the first of its kind. The Line Battle system was also released by SNK for their latest game in the Fatal Fury series, Fatal Fury: Special.[2] It was released at the same time as Super Street Fighter II: Turbo and people still play it to this day.

Super Street Fighter II had to compete with three other significant game titles, each with their own unique features. Virtua Fighter had its 3D polygon graphic system. Fatal Fury: Special had its Line Battle system and World Heroes had its Death Match Mode.[4] Super Street Fighter II's game system



A number of adjustments were made to game balance for Street Fighter II. These changes helped raise fthe fever of fighting games to higher levels than ever before.

was simplified to make it easier for new players to learn the basics. This change in attitude became even more evident when it was compared to games like Punch Fighter and Fatal Fury. Despite worries that Street Fighter's popularity would dip with so many other fighting games on the market to contend against, it instead continued to rise.

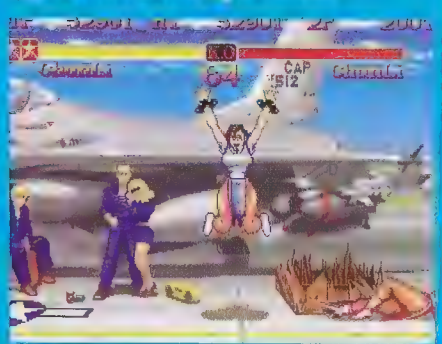
Capcom knew that an important facet of polishing the game would be maintaining proper character balance. As veterans of the fighting game genre they had an edge in knowing what worked well. Super Street Fighter was about recapturing the basics and expanding their market.

Four new characters are introduced

Four brand new characters were introduced in Super Street Fighter II based on unique concepts. These mysterious new characters would see a lot of use by players wanting a new challenge. Capcom took special care to make sure their capabilities were kept in line with the abilities of the other twelve established characters.

The new characters helped by adding even more variety to game play. The four new characters were: Aerial combat specialist Fei Long; Cammy, the quick ground fighter; T. Hawk, with his charge and powerful grappling techniques; and Dee Jay, with no particular strengths or weaknesses in any one area.

The new circuit board creates a graphics upgrade.

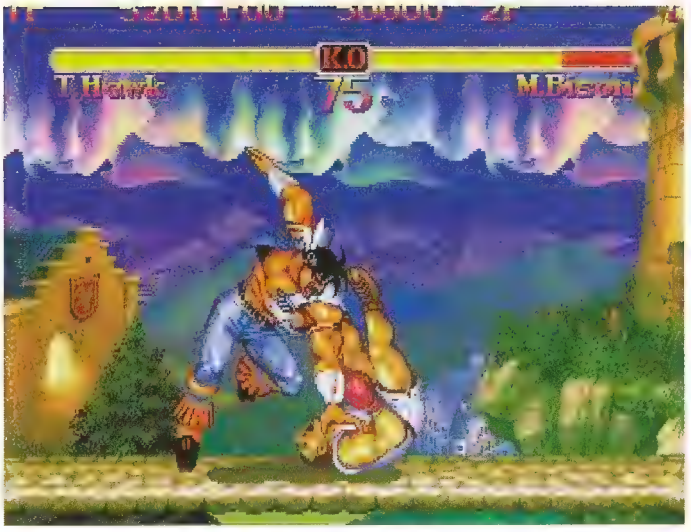


2. Fatal Fury: Special from SNK was Street Fighter II's rival fighting game and Special was the third installment in the SNK series. Many fans believed it was the best one SNK produced. SNK developed the Line Battle system for character battles. It allowed for extremely powerful Super Attacks. It also had a number of different animations for its Cancel Combo techniques.

3. Line Battle was the title given to the new combat system for the Fatal Fury series. Essentially, there were two areas in each battlefield, the back and the front. Players were able to move their character around freely between the two areas making the stage seem wider.

In World Heroes a new type of combat mode was established called Death Match Mode. Within the battlefield of each stage various traps were placed that, if activated, damaged characters.

Ryu's Fireball was further refined.



T. Hawk's Mexican Typhoon technique. He was the second throw-based character in the series.

T. Hawk was the most powerful character in terms of strength and his physical appearance was designed to bolster that image. He was comparable in power to Zangief and even had an equivalent throw technique called the Mexican Typhoon. His Tomahawk Buster attack could be employed against both air and ground opponents and he had a jumping based attack called the Condor Dive that was quite potent. Over all, T. Hawk's special offensive and defensive capabilities were well balanced and his regular attacks were quite powerful.

Fei Long's Rekkaken combo attack and his aerial Shienkyaku attack provided him with a very powerful and unrivalled aerial based combat style.

Cammy was the second female character introduced to the series and benefited from Chun-Li's huge popularity. Despite her slight stature Cammy had a fairly long reach with her regular attacks and was a ground fighting and counter attack specialist.

Beyond simply adding new characters and styles Capcom also tweaked established characters. Zangief was given a new special attack called the Atomic Suplex. Its power was greater than even the mighty Screw Pile Driver. He was also given the Flying Power Bomb which acted as a strong close to mid range attack. To go along with these new moves Zangief was also given a new pose for the Screw Pile Driver. He now reacted as if he'd hurt his hand after he pulled off the punishing move.

While most of the established characters saw an increase in power, Guile was once again weakened. Having his abilities lessened title after title, the problem lay in the basic techniques themselves. People were still using the Sonic Boom followed by a Somersault Kick strategy to win.

While Guile was being weakened, Ryu was being strengthened. He gained an improved Fireball and a Mid-air Hurricane Kick. Despite his basic fighting style remaining the same, compared to previous versions, these differences made it seem like this was an all-new Ryu.[4] Somewhere along the way he'd become the core hero of the series.

Super Street Fighter II: Tournament Battle, a unique arcade battle machine!

Tournament Battle was a special version of Super Street Fighter II with an added mode of play. Up to eight people could play in a Versus battle tournament against each other. After each battle players would move on to fight a different opponent and after all the players had finished playing against each other the game ranked all of them. The top-ranking player would move on to the next tournament match. After three continuous tournament victories, the winning player was treated to a special ending sequence. Since people played at least three battles each time, it was very friendly to novices and gave them lots of practice against other players. Needless to say, it was quite a unique fighting game system.

The sheer size of the machine needed for this mode of play meant that very few arcades had enough space for it. It was the equivalent of four separate cabinets in one. The other problem was that income from these machines was low compared to that of the single play cabinets. In turn, arcades became increasingly resistant to having the Tournament Battle set up in their establishments. The low income and large amounts of space they required gave the cabinets a bad reputation with arcade owners.

4. Ryu's trademark special attack the Fireball was upgraded. Likewise, Ryu's rival Ken saw his Dragon Punch become a Flaming Dragon Punch. This helped further distinguish between the two characters

5. This was the fifth title in the Street Fighter II series. It used the basic Street Fighter II system, but had an original style of competitive play that made it quite an impressive title.

With today's technology it's easy to have matches with other players, even from home. In the days of Super Street Fighter II however, this technology didn't exist. Playing with multiple opponents was a new idea and so Capcom went ahead with tournament arcade machines. Fighting games were extremely popular and the release of a machine that could support eight players at once seemed larger than life.[6] Unfortunately, the cabinets didn't do well. Their lack of revenue meant that they never saw the widespread success of previous cabinet styles.

Super Street Fighter II was a true rebirth for the series

The game had improved graphics, new characters and new fighting styles, but despite that many fans don't remember the game with much fervor. This is probably because its sequel, Super Street Fighter II: Turbo, was a huge hit and cast a long shadow over its predecessor. Nonetheless, Super Street Fighter II saw a boom in player experimentation, developing new fighting styles for the four new characters and adapting to the many changes to the twelve established characters. In many ways, despite it being over shadowed by Turbo, Super Street Fighter II was a true rebirth for the Street Fighter series.

New editions lead to new characters.

New titles always have changes contrasted to previous versions. The biggest changes in fighting games are usually the inclusion of new characters. Street Fighter II: Champion Edition added the Four Bosses as playable characters and Super Street Fighter II had four new playable characters.

Super Street Fighter II was an attempt to give the players what they appeared to want, yet there were people who were against having so many new characters. These players had spent many hours mastering existing characters and initially viewed the change as more work. The resentment disappeared once they started playing and it wasn't long before people spent days practicing techniques for the new characters.

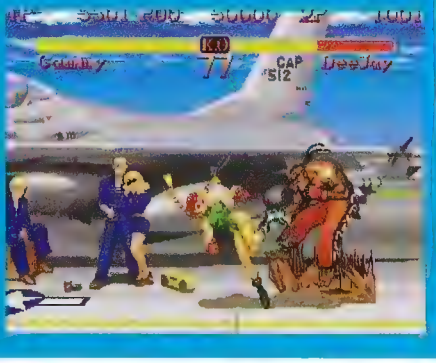
Players were eager to test how new characters stacked up against existing ones. Cammy was considered a cross between Ryu and Chun-Li. Her powerful regular attacks and unique special attacks, as well as good anti-air techniques and a charge attack made her a strong character. People said she had Chun-Li's speed and Ryu's stability.

Dee Jay, like Blanka, Guile and Vega was a character centered on the "Charge-Up" type of special attack. His special attacks included an aerial attack, a charge attack and a close-quarters technique that, bit for impressive damage, the Machine Gun Uppercut was a powerful anti-air maneuver. His only real weakness was the requirement for the charge-up techniques. Always holding the joystick back in order to perform a special attack could occasionally put the player in a bind. Other than that, Dee Jay was a fairly well balanced character.

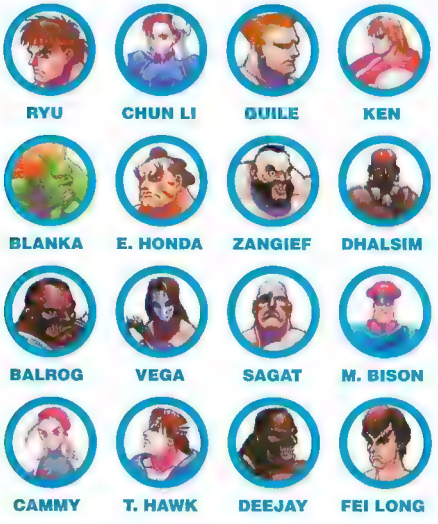
T. Hawk, with his charge attack, his anti-air attack and very strong throw techniques was the classic powerful character archetype. His movements made him appear to be another anti-air specialist much like Zangief.

Fei Long's small stature and frame made him appear weaker than the others. He possessed unrivaled anti-air special attacks. Players who hit with three of his powerful Rekkaken strikes in a row heavily damaged their opponent. His weaknesses lay in the relatively small power of his attacks and his weak air attacks. This required players to use him very carefully, much like Dhalsim or Balrog.

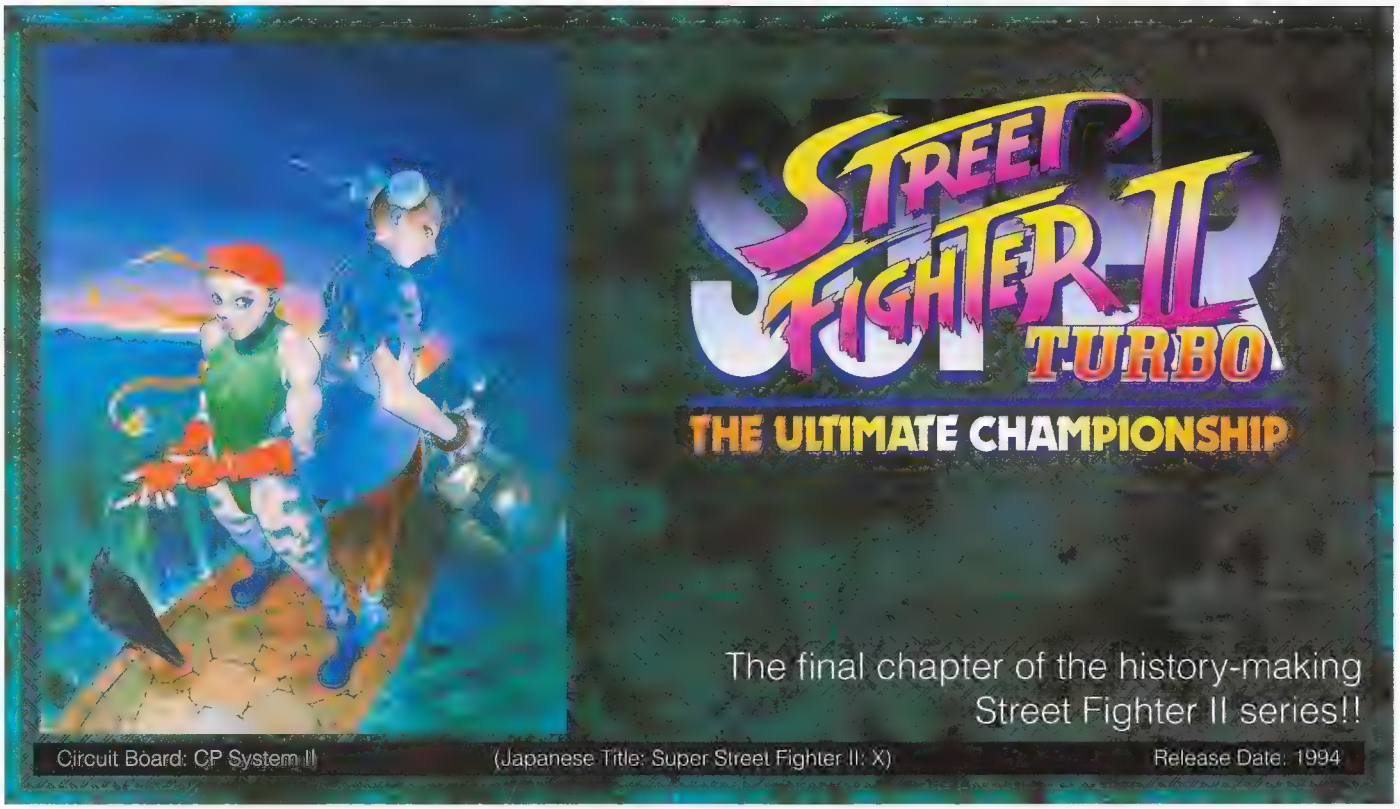
Of the four new characters players generally agreed that Cammy and T. Hawk were the strongest, followed by Dee Jay with Fei Long being the weakest.



Characters



6. With Super Street Fighter II: Tournament Battle the same style of arcade game machines were used as the single cabinets, with the game machines lined up in a row just like the car racing games of today. It was one of the first games to adopt this style and the design is now fairly commonplace for racing-style games. The Tournament Battle System was user friendly for veteran and rookie players of Street Fighter II, not purely the domain of elite players.


STREET FIGHTER II TURBO
THE ULTIMATE CHAMPIONSHIP
The final chapter of the history-making Street Fighter II series!!
Circuit Board: CP System II
(Japanese Title: Super Street Fighter II: X)
Release Date: 1994

Super Street Fighter II: Turbo is released!

The pinnacle of fighting games is released

The sixth title in the Street Fighter II series brought two new concepts, the Mid-air Combo and the secret Super Combos to the game. None of the characters changed but with the addition of Super Combos new special attacks were added. The new system added Mid-air Combos and Throw Defense techniques as well.[1] These additions added virtually unlimited combat variety to the game. Capcom also included the ability to fight a new secret character named Akuma.[2]

Super Street Fighter II: Turbo could be found in arcades everywhere and developed a reputation as the most complete and polished fighting game on the market. It was considered the best game in the series and raised the bar for fighting games to new heights. Super Street Fighter II: Turbo's popularity is so great that nation-wide tournaments are still being held for it to this day.

The power gauge for both characters can be seen in this screenshot. Using this power could mean the difference between victory and defeat.

Capcom wasn't satisfied with just adding Mid-air blocking techniques. They decided to take things a step further by adding a power gauge. The power gauge was filled during play and allowed players to execute Super Combos. Compared to other games it seemed somewhat simple and yet, despite its simplicity, many people liked and supported it. Despite the number of years that have passed since the idea was first unveiled, the power gauge concept is still being used today by Capcom and many other companies who make fighting games.

The one-hit kill Super Combo

The Super Combo was Super Street Fighter II: Turbo's biggest selling point. Each character had a power gauge that players charged during battle. The gauge charged up every

1. Players could decrease the amount of damage their characters took by performing a Mid-air Throw Counter. To do this the player had to move the joystick up or down and then hit the medium or strong attack buttons at the precise instant their character was being thrown.

2. The conditions needed to fight Akuma:
i) Defeat all opponents, including Bison, with a total time of less than 1500.
ii) Have a score of over 1, 200, 000.
iii) Defeat twelve consecutive players in Versus battle, then hit an attack button while the victory message is being displayed and there's only a second or two left on the continue countdown.

time an attack was performed. Once it was sufficiently full players could then execute an ultra-powerful special attack technique. The gauge carried over to the next round if it didn't get used, but once it was utilized all its power was gone and had to be filled again. Super Combos and the power gauge gave players a chance to make a substantial comeback in a fight. What seemed like an assured victory could be completely overturned by intelligent use of Super Combos and the power gauge.

There were three general types of Super Combos: aerial combos, charging combos and throw combos. In close quarters players commonly used Super Combos as their main attack. Because so many attacks could be thrown into one, if a character wasn't in close proximity to their opponent, there was a chance some of those attacks could miss. Wise players used the Super Combos once their character was in close to insure maximum damage was taken by an opponent.

Of course, by using Super Combos at the proper time players also insured that their opponent wouldn't be able to avoid it or launch an appropriate counter. This led many players to use them as finishing moves. It didn't matter which character was being used or who the opponent was, if a Super Combo hit, it drained at least 1/3 of an opponent's health.[3] Players who were capable of avoiding a Super Combo attack felt very gratified in their skill. All Super Combos were capable of dishing out damage, but of them all, Zangief's Final Atomic Buster was the mightiest when it came to sheer damage dealt. Against some of Zangief's weaker foes it drained more than half their health. Such outstanding destructive power made using the Super Combo a typical technique for players of Zangief and allowed a player to make a complete comeback in a losing fight.

The type of Super Combo used depended on the individual fighting style of each character. With Zangief it meant a few huge throws. With Ryu it was air based and used multiple attacks as well as the aerial Fireball.

Super Combos could miss though and the ones that involved many hits could also be minimized if it only struck part way through. Guile's

Players who finished off an opponent with a Super Combo got a special screen, like this one, to commemorate the victory.

Double Somersault attack didn't have a very long attack range and players had to make sure he was very close to his opponent. On top of that, the opponents had to be on the ground to register every hit. Such were the inherent limits of Guile's Super Combo. Each character had their own Super Combo merits and flaws.

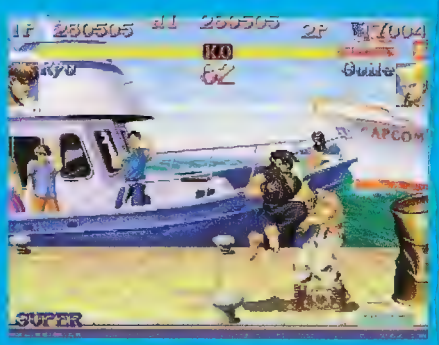
New fighting styles are born with the use of Super Combos

Character fighting strategies would change once again with Super Combos. Players who hit a button while holding the joystick in certain positions now performed new strikes. The crouching block was weakened so characters were vulnerable to certain attacks. This made reading an opponent's movements and blocks more important than ever.[4] Ryu saw the greatest change in combat style. While he gained no new special

The Mid-air combo.

The aerial combo was a practical addition to the game system of Super Street Fighter II Turbo. With it once their opponents while in the air, then followed through with a series of attacks, just like a regular combo. Ryu's air combo was a perfect representation of this combo type. While an opponent was in the air, Ryu could close in with a few hit attack, stopping them from getting any more vertical movement and then finish it off at the right time with an aerial Fireball. Another famous one was Dee Jay's Jackknife Kick which could be executed twice in succession while he was airborne. To use Blanka's aerial combo players begin with a Rolling Ground Attack to knock the opponent up then jumped to combo their opponent while in the air.

Over time players would experiment and find all sorts of aerial combos. As it is with Street Fighter II: Champion Edition's Chun combo, the amount of damage these combos did wasn't excessive enough to insure a victory. This was a marked difference from the special combos in games from other developers where a single combo could practically finish off an opponent. Instead these new combos were seen as giving players more combat options and adding small advantages to their respective areas, rather than giving them the ability to make a complete comeback.



After having hit his opponent twice, Ryu will finish off this move with a Fireball in Mid-air to complete the Mid-air combo.

3. Multiple hits and Super Combos: If players landed every blow of a Super Combo, an opponent's health was usually reduced by about 1/3. Players who executed a Super Combo when their character's health was low inflicted more damage than normal. When a character was low on health they'd dig down deep within for every last bit of power they could muster as a survival instinct.

4. Players who held the joystick in certain directions and pressed a button would execute quite a different attack than if they just tapped the button normally. The animation and damage was different enough that players could feint or surprise opponents with their use. Weaknesses were put into the crouching block position so that players couldn't just sit in it without attacking any more.

attacks, he received new regular attacks that were quite impressive.

The Super Combo Aerial Fireball was useful as a chance at a comeback strike or as an urgent evasion technique, making it effective for both

This screenshot shows Zangief executing a Banishing Punch before heading into a Screw Pile Driver.

offense and defense. Some players started the combo off with an aerial Hurricane Kick to insure that their power gauge was full before executing the Super Combo.

Many other characters saw changes as well. Like Ryu, Balrog also received a much-needed upgrade. His new move was called the Dash Straight. It was a charge attack that pounded an opponent while they were on the ground. His Super Combo was a powerful counter attack against both aerial and ground-based opponents.

Fei Long acquired an entirely new fighting style. In Super Street Fighter II he was at a distinct disadvantage in aerial combat and had a fighting style that was very much marked by waiting tactics. His new kick was effective against aerial attacks and gave him a useful attack in close proximity, making him a much more potent fighter.

Bison also saw major changes with a devastating Super Combo of his own.[5] He hadn't seen any sort of character advancement to his Chain attacks since Street Fighter II: Champion Edition due to his high overall power. His medium crouching kick could now be cancelled and with that a whole host of variables opened up for him in combat. The hard battles didn't get much easier for Zangief with Super Street Fighter II: Turbo, but he was at least given the Banishing Punch to counter nearby aerial opponents, making him more fun to play.

The Mystery of Chun-Li and E. Honda.

The Super Combos of Chun-Li and E. Honda involved holding the joystick back to charge up and then moving it forward, back, forward again and finally tapping the punch or kick button. Needless to say, it was quite a special Super Combo.[6] Players could perform walking versions of the Senretsukyaku for Chun-Li and the Oni Musou in the case of E. Honda. After executing the rest of the command and moving the joystick forward, players had just enough time to advance a bit on their opponent before hitting the final button for Super Combo activation. Players could choose the timing of the final move, giving them more variety. These two variations of the regular Super Combos became known as the Walking Senretsukyaku and Walking Oni Musou respectively.

The use of these two variations depended greatly on battle conditions as they had many practical advantages to offer. If an opponent saw the character walking forward normally they might not block, giving a player the chance to execute a Super Combo and run

It's difficult to see in this picture, but Chun-Li is executing the Walking Thousand Kick on T. Hawk.

The demonic Akuma is finally revealed

After the Street Fighter II series Capcom released the X-Men and VS. series of games.[7] They also released a secret character named Akuma who had been a part of the Street Fighter storyline since the beginning. Like Bison, Akuma was originally a CPU-controlled character. He was a super-powered equivalent of Ryu or Ken and very few players were able to defeat him the first time they fought him. While he didn't have a Super Combo, he was able to perform Chain Mid-air special attacks with his Fireball, Dragon Punch and Hurricane Kick. This gave him both strong strikes and counter attacks, making him a very deadly opponent indeed. Many people who normally played without losing a single match were crushed by the awesome might of Akuma. With his Chain Aerial Fireballs, Akuma was an incredibly difficult opponent to beat and many Continue credits were needed to finally bring him down. Finding out that it was possible to actually play as Akuma shocked the fan base. Once a player was able to unlock Akuma they'd often stay still and use a string of aerial Fireballs to defeat all-comers.

Akuma wasn't the only character with a secret command. All the characters in Super Street Fighter II Turbo had a way to unlock their Super Street

5. Until Super Street Fighter II: Turbo, Bison didn't really have impressive special attacks. His basic attacks and damage-dealing potential were both so high that it was simply unnecessary, especially since he didn't have any glaring weaknesses to balance against. With Turbo he was given a special counter to use against jumping opponents.

6. The timing of the command input didn't just affect the Super Combo ability for E. Honda; it also had the potential to modify his Ooichou Throw, although it had less practical use than his Super Combo.

7. The X-Men and Versus series of games: The X-Men are famous comic book heroes published by Marvel Comics. The X-Men games were a series of fighting games revolving around the concepts in the X-Men comic books. The X-Men reappeared in the Marvel VS. Capcom games. This was the first time that other characters fought against Capcom's original characters in a game.

The unrivalled strength of Akuma. Opponents could barely get close to him with his ability to perform chain aerial Fireballs.

Fighter II character versions. When a player selected a particular character, if they then quickly entered the proper corresponding command sequence they'd be able to use a special version of that character.[8] Players couldn't perform their Super Combo or blocks with this special version, but the overall abilities of these characters were greatly increased. Players had to decide which was more useful to them, overall power or Super Combos. Using the special version of Sagat became a very popular choice among players due to his increased power. With the limits placed on these special versions of the Super Street Fighter II characters, they became a popular choice for serious players who wanted to test their skills. These hardcore players found pleasure in being able to use them to defeat Super Street Fighter II: Turbo characters who had access to Super Combos.

8. These commands were available for use by characters in Super Street Fighter II.

Once players selected a character, they could quickly enter the corresponding command and then hit either Weak Punch or Weak Punch and Strong Kick simultaneously.

Hidden Character Commands:

Name	*Command*	*Name*	*Command*
Ryu	→→→←	*T. Hawk*	→→←←
Ken	←←←→	*Cammy*	↑↑↓↓
E. Honda	↑↑↑↓	*Fei Long*	←←→→
Chun-Li	↓↓↓↑	*Dee Jay*	↓↓↑↑
Zangief	←→→→	*Balrog*	→←←→
Blanka	→←←←	*Vega*	←→→←
Dhalsim	↓↑↑↑	*Sagat*	↑↓↓↑
Guile	↑↓↓↓	*Bison*	↓↑↑↓

Akuma, the most powerful character in Super Street Fighter II: Turbo.

It may not have been easy to do, but in Super Street Fighter II: Turbo players were finally able to play Akuma. To do this they had to perform a very difficult command sequence to select Akuma.

With one second left in the Select menu starting at Ryu, players had to move the cursor over to T. Hawk, Guile, then Cammy, back to Ryu and finally tap the Start button. Within 0.3 seconds of doing that, players had to hit all three punch buttons at the same time.

It was so tricky that few of the game didn't find this out by themselves. The command was leaked by an arcade game magazine, after which it spread like wildfire throughout the community.

Despite it spreading quickly the command was still too difficult to be pulled off easily. Players who failed to enter the command properly ended up with a green-coloured

Ryu instead of Akuma and those watching would often label these players as "Failed Akuma." Akuma's regular attacks were powerful and his special attacks made him unrivaled.

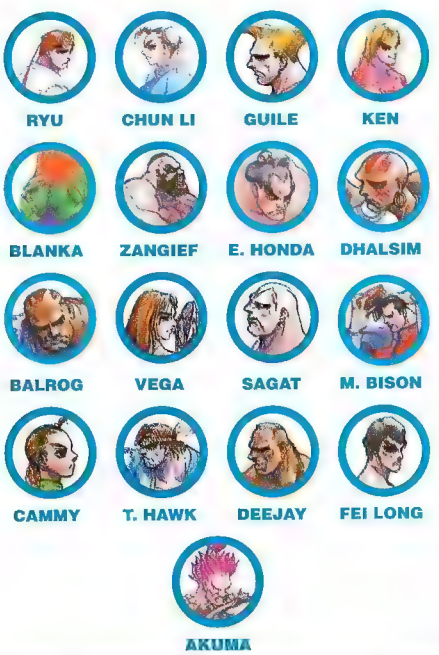
Akuma was shown only in silhouette in the character selection menu, adding to his mysterious reputation.

The grand conclusion to the Street Fighter II series

6 titles were released in the 3 years since Street Fighter I came out in 1991. The Street Fighter II series came to an end with the unveiling of Super Street Fighter II Turbo. Its lasting legacies were Super Combos and its emphasis on strategy. With more options available for fighting techniques than ever before and with the many styles that were brought to the fighting game genre, strategy became necessary for players to consistently win. With this final title, the Street Fighter II series could be considered the fighting game to beat.

The fighting game genre had blossomed and with it the Street Fighter II series as well. With each title more and more potential was added to the mix. Capcom was determined to keep the highest level of quality in their future game releases. The next title in the Street Fighter series strove to push the genre further than it had ever gone before.

Characters



STREET FIGHTER
ALPHA
WARRIORS' DREAMS
The first chapter of the popular Alpha series looks to the past for its inspiration.
Circuit Board: CP System II
(Japanese Title: Street Fighter Zero)
Release Date: 1995

Back when Ryu and the cast were younger.

Returning to the origins of the story was the purpose of Street Fighter Alpha. Capcom decided Street Fighter Alpha would take place sometime between the continuity established in Street Fighter I and Street Fighter II. Apart from a few obvious exceptions such as Ryu, Ken and Chun-Li, the characters in Street Fighter Alpha were quite different from those of previous titles. Characters from the original Street Fighter and Final Fight games were also included. The plan was to make minor adjustments to the game system as well as to explore the stories of the main characters in more depth. The combat system revolved around dramatic battles and intertwined storylines. Every element of the game was changed to support these ideas.

There was an Auto Mode for new players to try that provided a number of benefits but still had a enough limitations that it didn't hurt game balance. It allowed auto-blocking of an opponent's attacks and a simplified method for executing Super Combos.

The graphic style of the game was revamped and the art given an anime style strongly reminiscent of Darkstalkers.

Attracting new players and allowing them to enjoy the game as much as the veterans did was very much in line with continuing the popularity of fighting games. The game succeeded by making it easier for new players to get engrossed in the game right from the start.

A hidden mode of play added an interesting twist to Alpha's release. In this mode, players were able to re-enact situations from the Street Fighter anime movie[1]. The mode consisted of a two-on-one battle of Ryu and Ken versus Bison, making it quite an enjoyable addition. The double platinum hit "Itoshisa to Setsunasa to Kokorozuyosa to" (Loving, Sadness, Heartened Feelings) by Ryoko Shinohara and Tetsuya Komura, which was originally the main theme from the movie, became the background music for the game as well. It served as the theme for the game's musical atmosphere.[2]

Above and beyond these extensive changes a number of facelifts were given to the graphics and interface engine.

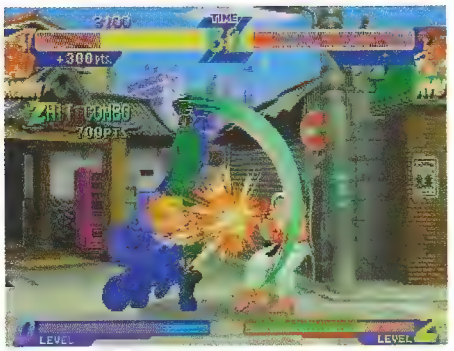
1. An anime movie was released based on Super Street Fighter II and Super Street Fighter II: Turbo called Street Fighter II: The Movie. In it, people got to see glimpses of the character's lives that were unavailable in game play. Watching the movie also gave fans a chance to see how the characters moved and fought in the movie as compared to the games. Naturally, one of the most talked about scenes in the movie is the shower scene with Chun-Li, which leads to a fight with Vega.

2. Ryoko Shinohara and Tetsuya Komuro sang the main theme for the Street Fighter II movie. It made over two million in sales and was a massive hit song at the time.

The past is finally uncovered in Street Fighter Alpha

Street Fighter Alpha's story-driven concept changed the way aspects of the game had previously been handled. In earlier titles, all characters fought M. Bison as the final boss. With Street Fighter Alpha each character fought a final character that suited their particular storyline.

Players who chose Ryu had to face Sagat as their final boss. If Sodom was chosen then the last boss was Guy. If players chose Ken, his final opponent was Ryu. After beating him, the player learned the secret of Ryu's red headband during the ending sequence. Rose's final confrontation was with Bison. The last boss a character fought was always an integral part of that character's story. Before they could face their final confrontation however, they had to face a mid-boss who was also tied into their story and had some connection to the final boss.[3]



Street Fighter Alpha added levels to the power gauge of the characters. These levels allowed players to perform different super combos in a single battle and it changed the way people played the game.

In addition to the final boss battles, conversation scenes also came up occasionally during game play.

Each character now had a personalized storyline and path for beating the game. Players became attached to these individual personalities more than ever. Using individualized final bosses to add depth to the characters and their stories was received so well by fans that Capcom adopted it for the Street Fighter III series as well.

The Super Combos from Super Street Fighter II are now usable multiple times!

Alpha dramatically boosted the power of the Super Combo. Unlike previous titles, each character in Street Fighter Alpha now had two or three different types of Super Combos. The power gauge was updated as well, with three levels in total. Each time a player filled the power gauge a level was added until the maximum was reached. The higher the power gauge level, the more power the Super Combo had. This new feature gave players higher-level Super Combos.

A new type of counter, called the Alpha Counter, was also added. The Alpha Counter acted as a cancel technique against opponents and stopped their attacks with one of your own. Alpha Counters used up part of a level from the power gauge. Aerial blocks and downward dodging were two new added features as well. As its name suggests, aerial blocks were only effective against jumping and special attacks. It didn't work against ground attacks at all. This let players block Dragon Punches or the Somersault Shell as well as other anti-air type attacks. After blocking players could perform a counter attack against their opponent who was now on the ground. Tactics such as the air-to-ground counter attack and other such variations were added to players' options in combat based on these seemingly minor changes.

One of the most interesting changes added was the Chain Combo. The idea was originally used in Darkstalkers[4] and later brought into the Street Fighter Alpha series.

Previously a combo that players executed from the ground, it consisted of a weak, then medium, then strong attack. Timed properly, this string of attacks became a basic combo. Players capable of executing a cancel

Shock! Chun-Li's costume changes!!

To reflect that the characters were younger than in previous titles, Capcom changed their designs. For characters who had simple costumes, like Ryu and his white uniform and red headband, Ken with his red uniform, Bison and Sagat, players only saw a change in how young they now looked.

Chun-Li's new costume was quite a surprise. Her costume, while still trying to keep a Chinese style to it, had spandex type pants added to it in place of the dress she'd previously worn. This change went by some as quite radical, shocking many of her fans and debate still rages over which is the better costume.

This was the first time Chun-Li's costume had ever been changed. Many fans had become attached to her familiar look.

3. Certain characters had a special, individualized battle area they got to fight in after defeating between four to seven opponents.

4. Street Fighter II provided the base upon which Capcom used to create several different fighting games. As in Street Fighter II: Champion Edition, the combo system was implemented as well as block/guard cancels.

With Street Fighter Alpha it was the throw and Super Combo system that was advanced.

command at the very end were able to chain a special attack into the Combo, making it extraordinarily powerful. This was known as a Chain Combo. However, it was deemed too powerful and unhinging to game balance and was removed from the next title, Street Fighter Alpha 2. Up until then, it was common to hear just how powerful the Street Fighter Alpha fighting system was.

The Secrets of Street Fighter Alpha

The Street Fighter series had a number of secrets hidden throughout the various games. In Super Street

People were surprised when Dan made an appearance.

Fighter II: Turbo players could play as Akuma.

In Alpha, Akuma and Dan were usually CPU-controlled characters but there were secret ways they could be met in game. Meeting Dan was quite a surprise since people didn't even know he existed at first and the chance of randomly encountering him was quite small. In addition to this, there were commands people could use to actually play as Dan, Akuma or Bison.[5] Even if players weren't aware of those hidden commands, they could also get lucky and choose one of the three hidden characters by using the Random Character Select option.

Of the three secret characters, the most surprising was the introduction of Dan. Players had never encountered him before so there was speculation as to what his fighting style was, what special attacks he had and how powerful he must be as a hidden character. In reality though, Dan didn't have any special power at all and was quite a joke.

As word spread throughout arcades about how to choose Dan, Akuma or Bison as playable characters, they were used more and more. The secret modes and hidden characters were an exciting element that added to players' enjoyment of the game and kept it fresh. From this point on, secret characters, hidden modes and other surprises became a regular part of each new title released in the Street Fighter series.

New characters join the battle!

Ryu, Ken, Chun-Li, Sagat and Bison were all established characters by this point. Since the theme of the game was getting back to the basics, nothing really changed for them other than the obvious changes to the game system itself. It was from the new characters of Charlie, Guy, Birdie, Sodom, Adon and Rose, that a wealth of new battle styles and strategies emerged.[6] These new characters often had fighting styles that were similar to a previously established character since, in many cases, a relationship existed between them. For example, Charlie had a style similar to but not exactly like, Guile's because of their shared past. There weren't any particularly difficult combat tactics for these new characters, but players still had new elements to master. Due to the similarities in styles between certain old and new characters, players were able to draw upon previous experiences even as they developed new tactics. Thanks to those relationships and similarities between commands for the two, players were able to experiment quite easily with the new combat styles.

More than any of the new characters though, the one that caused the most outrage and alarm was the Alpha version of Akuma. Of all the characters, he was the one with the

*5. **Conditions for Challenging Dan:***
The player must get the same victory message five times in a row.

Victory Message Selection:
Once the player KO's an opponent, and before the victory message appears, move the joystick in one of the four main directions (Up, Down, Left or Right) and hit one of the button combinations listed here. Doing so lets the player set the victory message that appears.
i) Weak Punch + Middle Punch + Strong Punch
ii) Weak Punch + Middle Punch + Weak Kick
iii) Weak Kick + Middle Kick + Strong Kick
iv) Strong Punch + Middle Kick + Strong Kick

Conditions for the appearance of Akuma – as the 8th opponent:
i) Using the First Player controls, start with the First Player Color. If using the Second Player controls start with the Second Player Color.
ii) Defeat all opponents, including the final boss, without using a "continue" and finish off all opponents in every match by using a Super Combo (10 times in a row).

Conditions for the appearance of Akuma – as the first opponent:
Select a character. Select a play mode within a 0.3 second time span and enter the following command sequence: Start Button + Middle Punch + Middle Kick.

Commands to use Dan, Akuma and Bison:
i) As the game starts, or when the game greeting appears, hold the Start Button until the Select Character screen appears.
ii) In the Select Character menu move to the [?] box and with one second left on the counter enter the appropriate command listed below.

Dan Commands

1 Player Side Color
Weak punch, weak kick, medium kick, strong kick, strong punch, medium punch

2 Player Side Color
Weak punch, weak kick, medium kick, strong kick, strong punch, medium punch

M.Bison Commands

1 Player Side
Down, Down, Left, Left, Down, Left, Weak Punch + Strong Punch

2 Player Side
Down, Down, Left, Left, Down, Left, Weak Punch + Strong Punch

To use the 2nd player color switch the punch buttons for kicks.

Akuma Commands

1 Player Side
Down, Down, Down, Left, Left, Left, Weak Punch + Strong Punch

2 Player Side
Down, Down, Down, Left, Left, Left, Weak Punch + Strong Punch

To use the 2nd player color switch the punch buttons for kicks.

The Raging Demon. When unleashed, its massive power almost always killed an opponent. It was a terrible attack to behold or experience.

lowest defense but also had extremely powerful special attacks and coupled with the new Chain Combos, his power was virtually unbeatable. Once he began hitting here was almost no stopping his onslaught. Akuma could inflict such massive amounts of damage that being caught in his combos was like an inescapable deathtrap. His most powerful moves and combos required more elaborate techniques than other special attacks, but as always, players learned how to master these incredible combos. Most deadly of all was his ability to break through blocks with his Raging Demon. One of the only ways to avoid being beaten by it was to watch for the move's beginning animation and then quickly jump out of the way.

Alpha adds to the history of the series

With a graphics update, fresh faces and a younger look for its main characters, Alpha was quite a step forward for the Street Fighter series. In many ways it symbolized a fresh start. The term 'Alpha' was used to indicate a new beginning and a look to where the game's history began. This tighter history amongst the characters and stronger focus on fighting techniques useable by both rookies and veterans would be instrumental in strengthening the Street Fighter brand. Many of the elements that made the Alpha series successful continued to guide Capcom's fighting games for years to come.

The strongest technique!!

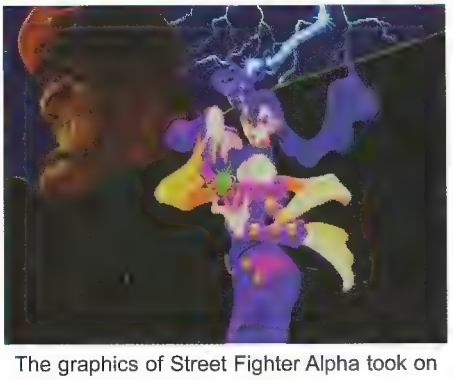
One of the secret characters in Street Fighter Alpha was Dan Hibiki. He had long hair, a pink uniform, ball-based special attacks and belittling victory poses.

According to the storyline, Dan learned his fighting techniques on his own. Being completely self-taught meant he was quite limited and unable to master them. He couldn't perform an aerial Fireball and his Dragon Punch technique called Koryuken wasn't that great either. The best technique he had was his Hurricane Kick called Dankukyaku. If he could chain it to other strikes he could do considerable damage but even still, Dan was a total underdog. Players quickly learned just how poor he was compared to the others in terms of power and technique.

Despite all this, Dan was quite popular and appeared again in Street Fighter Alpha 2 and 3. As the series progressed he steadily

Dan's victory poses baffled his defeated opponents. He wasn't exactly a nice guy, but fans just couldn't find it in their hearts to hate him.

To people's surprise, Chain Combos were not carried over to Street Fighter Alpha 2.



The graphics of Street Fighter Alpha took on a very anime look and feel.

6. While the new characters didn't have their own unique fighting styles exactly, Rose brought something new to the Street Fighter series. She used "Soul Power" and her special attacks changed depending on whether she was performing mid-air throws or using anti-air techniques. In addition to that she possessed quite a few unique attacks.

7. There was a period of time where Dan was untouchable while performing his Koryuken in Street Fighter Alpha. Unfortunately for him, he lost that invulnerability from Street Fighter Alpha 2 onwards. The only time he was invincible was when he glowed. Poor Dan.

Characters

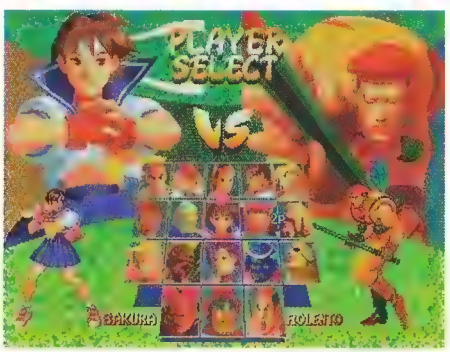
STREET FIGHTER
ALPHA
2
The next Street Fighter Alpha is released
with new characters and a new system!!
Circuit Board: CP System II
(Japanese Title: Street Fighter Zero 2)
Release Date: 1996

Custom Combos: The epitome of Street Fighter Alpha 2!!

More advances in Street Fighter Alpha 2

Street Fighter Alpha 2 was the second title in the Alpha series. To the delight of fans everywhere, a female high school student named Sakura and a soldier named Rolento were two of the five new characters added to the game.

The game system for Street Fighter Alpha 2 was very different from its predecessor. Chain Combos were no longer included and were replaced with Custom Combos.[1] Custom Combos used the same Super Combo power gauge but, like the name suggests, they allowed players to make their own combo variations, which could consist of regular or special attacks. Once activated and only for a limited amount of time, a character would become invincible versus counters and anti-air attacks, making them very dangerous. Players could press any random series of attack buttons



Sakura came to represent the Street Fighter Alpha series.

while performing a Custom Combo and those attacks would be chained together. As a combo system it was easily understood and simple to execute.

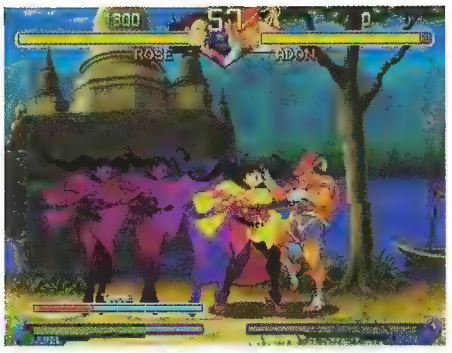
Alpha 2 kept it easy on rookie players by maintaining Auto Mode and removing the limits on the Auto-block feature. New players could now fully experiment and enjoy the game as much as the veterans of the series did.

Certain elements of the original Alpha were wisely left untouched. Each character still had a different final boss and their own individual storyline to play through. To enhance that further, when certain conditions were met special characters that related to the storyline of the character in play would make appearances.[2]

1. Once the Super Combo power gauge was at level one or higher, pressing either three punch or kick buttons at the same time performed a special combo.

Players didn't need their characters to hit when performing a Custom Combo as long as their opponent was in mid-air or charging up for a technique. They only needed to be sufficiently close to their opponent for it to activate. The intense skill required to pull off Chain Combos in Alpha wasn't a part of Alpha 2. This made it a friendlier system for new players. Regular attacks and special attacks could be chained together now to form various Custom Combos.

2. Cameo character challenge conditions:
The character was revealed once both of the following conditions were met:
i) The Player could not lose a single round of combat.
ii) At least five KOs, all of which must be the result of either a Super Combo or a Custom Combo.



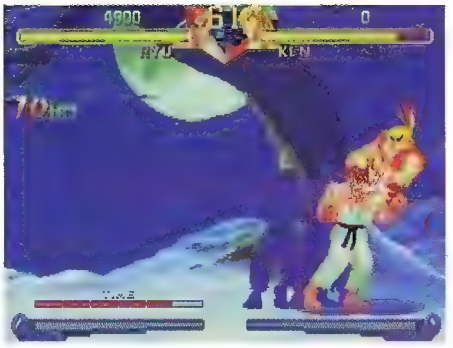
To execute a Custom Combo characters advanced towards their opponents.

Most of the talk about Street Fighter Alpha 2 wasn't its success in the gaming industry. Instead it was about Sakura, the young fighter who used many of the same techniques and styles as Ryu. With her student uniform and tight gym shorts she was a popular topic of discussion. In terms of popularity, Sakura generally ranked just behind Ryu and Chun-Li. Fan's love of her was so great that she made a number of appearances in other Capcom games.[3]

Custom Combos: the trademark of Alpha 2

The elimination of the Chain Combo in favor of the Custom Combo was the only real game balance change made to characters in Alpha 2. As long as players didn't use the Custom Combos the game felt very much like the original Street Fighter Alpha. Since only Gen and Guy could still perform a type of Chain Combo,[4] fighting strategies had to change again, but only if players didn't use Custom Combos.

The Custom Combo system expanded fighting strategies a great deal. This in turn lead to more experimentation by players to determine which strategies from Alpha still worked and which ones didn't. Since characters executing Custom Combos became temporarily invulnerable, new tactics had to develop to counter this. Every full power gauge was a potential incoming killer combo and players needed to be prepared. A character's speed while executing a Custom Combo was so fast that both special attacks and normal attacks could be strung together. Opponents had almost no chance to counter this and it could be used both in the air and on the ground, further increasing the number of possible hits. Custom Combos held the potential to do more damage than even the previously dominant Super Combos. Appreciation was so high for well executed Custom Combos that spectators would sometimes cheer at arcades when players used them to finish off an opponent.



The damage a character was capable of increased based on the number of hits they landed while performing a Custom Combo.

Custom Combos, Super Combos and Alpha Counters all took advantage of the power gauge, making it even more important than it had been in the original Alpha. Super Combos could deal out huge amounts of damage, Custom Combos allowed for defensive ability and high comeback potential and Alpha Counters completely altered the flow of battle. All these techniques were essential parts of a player's fighting strategy. The best technique now depended on the situation at hand rather than the use of one, ultimate technique. People who could read a situation quickly and react appropriately became the best players. The power gauge became an integral part of the system's strategy and players became increasingly skilled in its use.

The killing urge of the Dark Hadou is revealed to Ryu

In North America Street Fighter Alpha 2 contained extra material that the Japanese version (called Street Fighter Zero 2) did not. This North American version was eventually released in Japan under the name Street Fighter Zero 2 Alpha.

Zero 2 Alpha was identical to Zero 2, except there were new characters players could select. One of these characters was Dark Ryu. He sported a dark uniform with glowing eyes. Looking much like Akuma, Dark Ryu emerged from the storyline in the Alpha series. His powers came from losing control of the Hadou energy he stores in his body. This same energy gave Ryu the ability to perform Fireball attacks and made him powerful in combat but losing control of it consumed him with visions for death and destruction. This is the same corruption that overtook Akuma when he killed Gouken. Ryu is master. Most of the time Ryu managed to keep the energy in check so Dark Ryu rarely surfaced.

As far as the timeline is concerned, Dark Ryu doesn't surface again after the Alpha series. He was able to find a new source of power within himself to replace the Dark Hadou and used it from Street Fighter III onwards.

The Hadou is the ultimate power, but it has a dark side that can corrupt those who aren't careful. When Ryu wears his black uniform it signifies that he's lost himself to the Dark Hadou.

3. The popularity of Ryu, Chun-Li and Sakura was strong enough that they've all appeared in a number of other Capcom fighting games. Akuma has also made a large number of cameo appearances in other Capcom products as a villain. The following is a list of cameo appearances characters have made:

X-Men Series: *Akuma*
VS. Series: *Ryu, Ken, Cammy, Charlie, Chun-Li, Zangief, Dhalsim, Bison, Akuma, Sakura, Dan and Guile*
Rival Schools Series: *Sakura*
Kikaiou: *Akuma*

4. Only Gen and Guy were able to string together combinations of regular moves similar to the old Chain Combos. These moves were especially powerful and when combined with a Custom Combo the resulting attack was practically unstoppable.

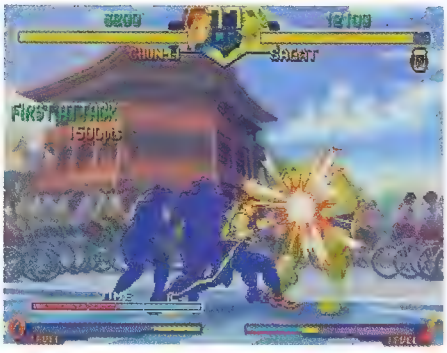
The secrets of Street Fighter Alpha 2

Alpha 2 didn't have nearly as many secrets in it as Alpha did. Only one hidden character existed and that was Shin Akuma. Players couldn't choose him; he was strictly a CPU-controlled opponent that could only be fought as a final boss. When he did appear though, he was very difficult to defeat. Shin Akuma's attack and defense power were extremely high. His attack and reaction speeds were extraordinarily fast, making him unlike any CPU controlled character ever seen before. Shin Akuma's power was ranked higher than even that of Akuma's and defeating him was regarded as the most difficult thing a player could do. Apart from Shin Akuma, there were no other hidden characters.

After a player's selected character appeared they engaged their opponent in a set, humorous conversation. This was especially true of Rolento and Sodom, whose conversations in the Japanese version of Alpha 2 revolved around their mutual involvement in Final Fight.[5] Players were able to change their character's victory message and an option was added so players could choose which of Chun-Li's two costumes she'd wear.

The rumor begins that Chun-Li is the strongest character

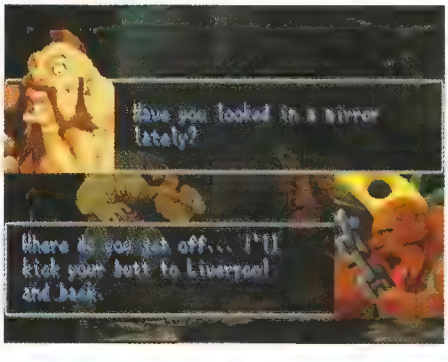
Of the thirteen characters in Street Fighter Alpha, five normal and one hidden character were added to Alpha 2. Zangief and Dhalsim were from Street Fighter II, Rolento was from Final Fight and Gen was from Street Fighter I. The fifth character was entirely new. Her name was Sakura and she was a high school student turned fighter. As far as popularity of characters, Sakura was the most popular followed by Zangief, Rolento and then Gen.

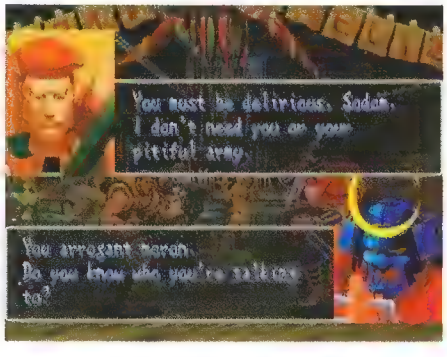


Chun-Li was at her most powerful at this point. With the use of Custom Combos and her own techniques, she was quite a competent character.

Gen's play style was the most unique. Tapping three punch or kick buttons simultaneously changed his fighting style. This made his regular attacks, special attacks and Super Combos all dependant on which style the player chose. In order to be effective with Gen players had to be able to switch styles on the fly and be competent with both of them, making him a very technical character to use.

Rolento was another very technical character. He could perform a tricky spinning attack with his metal rod and had many strange techniques with weapons. Both Gen's and Rolento's Custom Combos were frighteningly powerful. Rolento even had an 'instant death' combo.[6]





Sakura was a strong character as well. Her combo technique of weak kick to strong kick and Shouoken was quite effective. Her most memorable victory pose involved her executing a number of excited kicks and letting out a mighty battle cry. As she did this, her left shoe flies off and hits her in the head.

Other than game balance tweaks, the other characters weren't changed much. This balancing gave Chun-Li the chance to demonstrate the power of her mid-air throw. Beyond her increased aerial combat abilities she also gained the ability to use the Kikoken in mid-air. A particularly powerful Custom Combo of hers was to start with a crouching strong kick, rise from it and follow through with a strong Hyakuretsu Kyaku. When it succeeded, 70- 80% of an opponent's health was taken off.

The Auto options were retained in Alpha 2. The Auto-block system had a limited number of times it would work. With Auto-Block on, normal attacks drained health when it was used. Players developed a number of strong strategies, besides Auto-Block, to counter attacks and win matches, like using jumping or mid-range attacks with self-executed blocks. Skilled players developed their potential to the point that one mistake by an opponent could mean their defeat.

5. Characters who interrupted as mid-bosses verbally spar with their opponent, usually to humorous effect. Here are two examples showing Zangief meeting Birdie and Rolento squaring off against Sodom.

6. If an 'instant death' combo hit its mark, it would KO an opponent in a single series of hits. Before Alpha 2, this type of combo didn't exist in Street Fighter. Custom Combos let players finish off their opponents with fewer, more powerful attacks.

The American version of Alpha 2 had content that wasn't initially available in Japan.

The North American version is released in Japan

In North America Alpha 2 contained hidden content that the Japanese version (called Street Fighter Zero 2) did not. These added features were eventually released in Japan as an upgrade called Street Fighter Zero 2 Alpha. New hidden characters were revealed to them for the first time. By entering proper commands players could use the Super Street Fighter II: Turbo versions of Ryu, Ken, Chun-Li, Sagat, Bison, Dhalsim or Zangief. They could also play as Dark Ryu, the Ryu who'd lost control of his power and had similar techniques and power as Akuma.

Three new play modes were also added to the game. First was Survival Mode, where the player tried to win as many battles as possible in a row. Second was Dramatic Mode, which was similar to the one found in Alpha. The last new mode was Shin Akuma Mode, which allowed players to fight Shin Akuma.[7]

Balance between characters was further refined and new techniques were added. Sagat's Angry Charge was a new attack that didn't see a lot of use. It drained an entire level of power from his Super Combo gauge and resulted in his Tiger Blow's power being increased.

Players begin developing Custom Combos

With Alpha 2 Capcom broke away from some of the typical patterns that had defined fighting games. Strategies for established characters could be perfected and used in each and every title with few changes. Having characters so easily stereotyped was a real problem and led to predictable tactics. Capcom addressed this problem by creating the Custom Combo system. It allowed players to develop their own, individual combos with each character. This system catered to the hardcore fighting gamer as it gave players a lot of freedom in terms of game play and strategy. While this wasn't the final solution to the problem, it was definitely a step in the right direction.

The Street Fighter series implemented new ideas with every title.

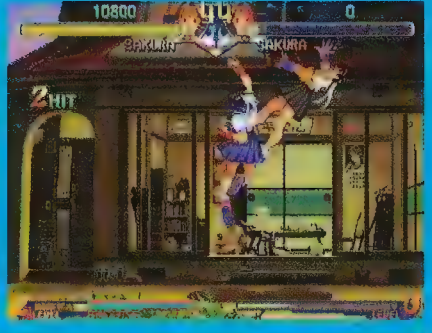
7. Players must fulfill all conditions in order to challenge Shin Akuma:

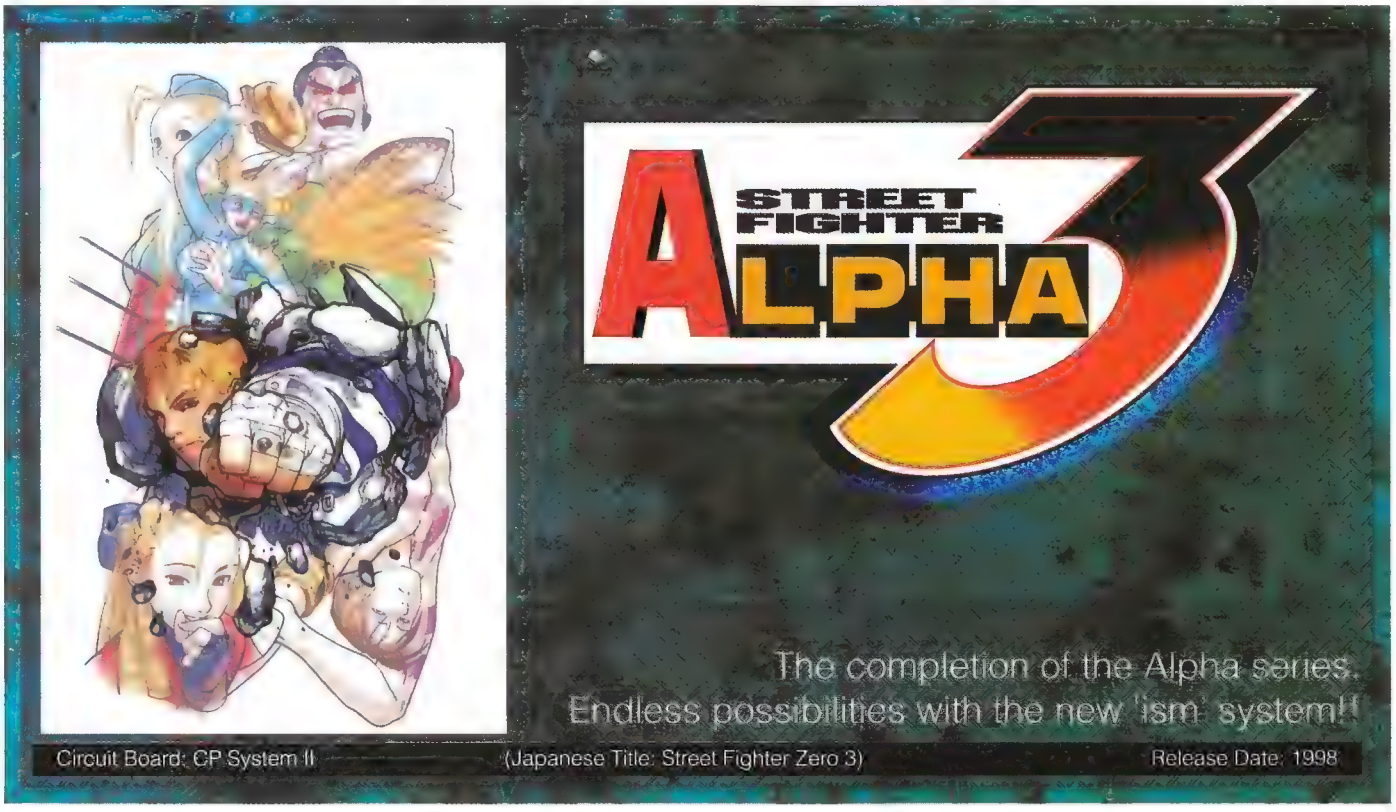
i) If using the 1 Player side, use a punch button color. If using the 2 Player side, use a kick button color to start.
ii) The player cannot lose a single round. They must win every match.
iii) The player must score at least three Perfect victories against the first seven opponents.

8. Whenever Sakura loses it appears as though her brother is distraught, throwing up his hands from the controller. He seems to be a caring little brother, even though he's engrossed in video games while his big sister fights in their backyard.

Characters

Sakura continues to pursue "That Guy!!"




STREET FIGHTER
ALPHA 3
The completion of the Alpha series.
Endless possibilities with the new 'ism' system!!
Circuit Board: CP System II
(Japanese Title: Street Fighter Zero 3)
Release Date: 1998

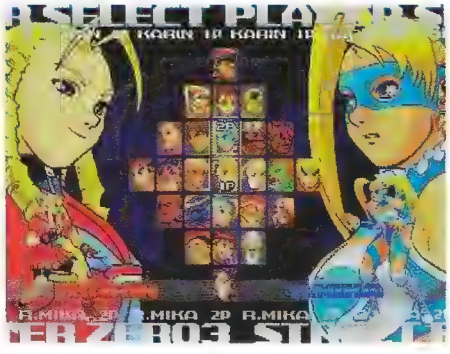
Street Fighter Alpha 3: The masterpiece of the series.

The fighting system reaches a pinnacle as players get to choose their own style

Street Fighter Alpha 3 was a compilation of all aspects of the Alpha series. There were 28 characters (33 with the release of a later expanded version). This was the highest number of characters ever released in the Street Fighter series.

Once again, the game system saw quite an overhaul. The biggest change was the ability to choose a character's battle style with the "-ism" selection. This allowed players to use the style of play they were most comfortable with. Other additions included the Aerial Guard Breaking technique, Counter Hit techniques and reduced damage compared to Alpha 2.

Blanka, E. Honda, Balrog and Cammy, from the Street Fighter II series all joined in the battle. Cody from Final Fight and Karin, from a manga story about Sakura[1] were added as well as an entirely new character named Rainbow Mika. Hidden characters in Street Fighter Alpha 3 included Bison, Juni and Juli. Ten characters in total were added to the cast of Alpha 2.



The character selection menu of the game included 28 characters.

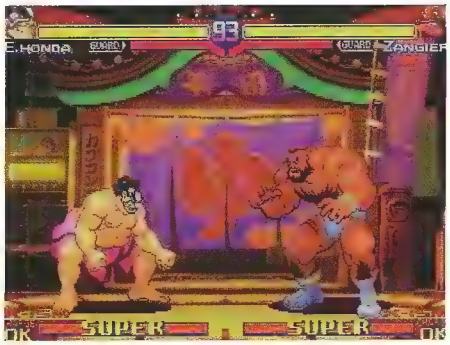
There were two set characters players had to battle that would further their story. Depending on the character being used a player would either battle Juni and Juli or Bison before reaching their final boss. Fighting Juni and Juli was a one-vs-two battle and the two of them would fight together, like a mirror image of the Dramatic Battle mode from the previous Alpha titles.

Alpha 3 uses time limits to hide all new modes of play!

The hidden game modes had time limits in Alpha 3.[2] They were activated after a set amount of time of operation had expired on the arcade machine. After 30 days Classic Mode was activated and after 50 days Battle Mode opened up.

1. This was a serialized comic in Gamest magazine. It followed the adventures of Sakura as she pursued Ryu into the world of Street Fighting. There she met her rival, Karin Kanzuki.

2. At the time, popular games had secret play modes in them that were revealed after a preset number of days in operation. Namco's Tekken series broke from this pattern by not only counting the days of operation overall, but also for each character as well.



The system closest to the original Street Fighter II system was the X-ism mode. Attack power was very high but aerial blocks couldn't be performed.

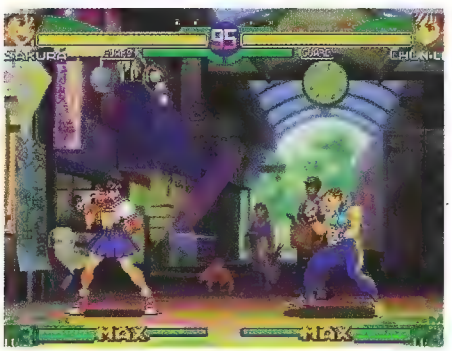
These hidden modes eventually became natural forms of battle.

The Classic Mode was the system that most closely resembled the combat from Street Fighter II. In Serious Mode attack power was greatly increased while defensive power was decreased. Furthermore, players required two victories to win the match while the opponent only needed a single one.

Other secrets included the Survival Mode, Dramatic Battle, Final Battle, greeting messages, the Turn-Punch move and choosing victory poses for a total of nine hidden components.[3]

The three "isms" represented the simple, standard and maniac play styles

Each character in the game was useable in three different "-ism" modes. The ability to perform cancels with special and normal attacks varied slightly depending on which "ism"



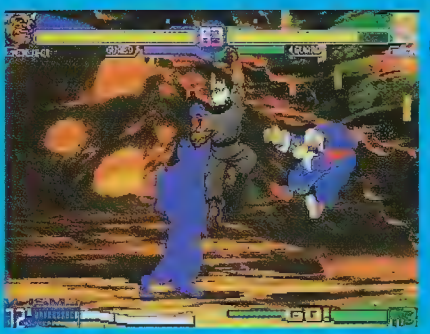
The simplest mode was the Z-ism. It was the most stable and predictable system while still retaining the play style of the Alpha series.

Player trends with each "ism."

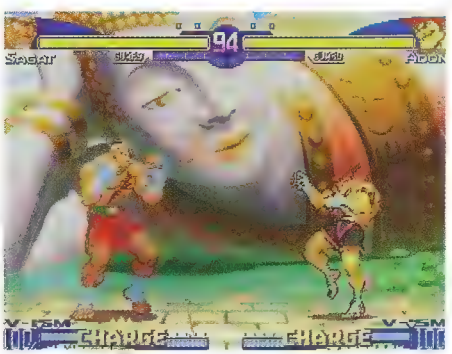
There were three types of "isms" available, giving players maximum choice. The X-ism was a simple combat system preferred by players who placed importance on direct combat. This was similar to the system in the Street Fighter II series.

Two new combat systems were added, the Z-ism and the V-ism. Players who didn't understand the differences for each "ism" tended to default to the X-ism. The X-ism was for players who preferred the classic combat style. The Z-ism was more of an all around system. It allowed for a great deal of variation in Super Combos and played much like the rest of the Alpha series. Rookies and veterans could enjoy this type equally.

Finally, there was V-ism. V-ism required the most amount of skill to be used effectively. The damage of attacks was dramatically reduced while the defense power of the characters increased. Performing regular strikes became virtually useless in this system. In order to be victorious, players had to perform combos. In turn, they could create any combo imaginable, including adding Custom Combos with Level 3 Super Combos. Fans of V-ism tended to be those who enjoyed experimenting and perfecting combos. Just like in previous titles, the best combos were so powerful that opponents were KO'ed by the end of one. This made V-ism potentially the most dangerous, unpredictable and intense mode.



While no particular "ism" was stronger than the rest, an intense balancing developed for the V-ism style. It allowed for an extremely potent Maniac



Players could use an incredible variety of Custom Combos with the V-ism. Though it required a high degree of technical skill, it could also be the most interesting "ism" to use.

There were also poses available that depended on the conditions of the match and victory. The picture to the left is the pose performed when Ryu defeats Ken with a Level 3 Super Combo.

*3. **Survival Mode:***
This mode was only available after 150 days of the machine being in operation and started by tapping the three punch buttons to start.

Dramatic Battle:
This mode was only available after 150 days of the machine being in operation and started by tapping the three kick buttons.

Final Battle:
This mode was only available after 150 days of the machine being in operation and started by tapping the start button + Weak Punch + Medium Kick + Strong Punch button when selecting the "ism" mode.

Character greeting message:
When competing against a CPU opponent, players could press and hold the Start Button along with one other button when the stage began. Depending on which button was pressed a different message would be displayed in the upper section of the screen.

Performing the Turn-Punch:
When using Balrog, before the round started, players could hold the Strong Punch + Weak Kick buttons.

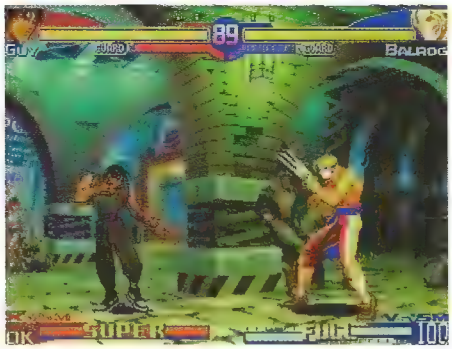
Victory poses:
After defeating an opponent, if a player held down an attack button then a particular victory pose would be performed.

mode a player was using and even this apparently slight difference had a major impact on character fighting styles.

With X-ism mode attacks were about 20% more powerful than normal, but mid-air combos and Alpha Counters were missing and defense was lowered. In addition, players couldn't accumulate multiple levels of power in the Super Combo gauge. This meant that players could only perform one Super Combo during a fight, but this combo was equivalent in power to a level 3 Z-ism Super Combo. X-ism mode allowed players to fight as if they were playing Super Street Fighter II: Turbo.

The Z-ism mode was the basic Street Fighter Alpha series system. Except for Custom Combos, players could use everything and balance between offensive and defensive power was very high. The power gauge also filled up quite quickly in this mode, making it a much more important part of the game.

V-ism mode was very different from the Super Street Fighter II: Turbo and Street Fighter Alpha systems. There were no Super Combos and the power gauge was used in a fashion similar to Custom Combos. The Custom Combos in V-ism were basically the same as Alpha 2 and they allowed players to chain together any string of regular or special attacks. The biggest change was that the buttons players pressed had an impact on the time interval of the combo (for example, Weak Punch + Weak Kick, Medium Punch + Medium Kick, or Strong Punch + Strong Kick). This was the hardcore gamers mode as the only way to insure victory was by using Custom Combos.



The variety of play styles increased greatly with the use of "isms."

Victory largely depended on which "ism" was used

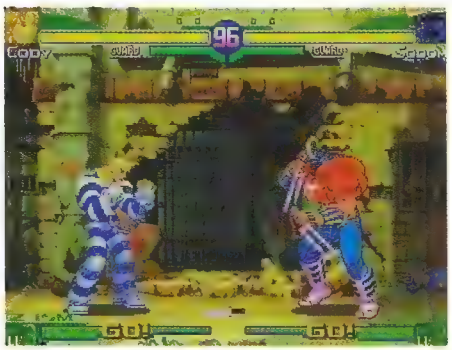
With so many differences between the basic game systems, each player's ability to win was largely dictated by the "ism" and character they selected. In one system a player might be able to jump and perform a block or an attack, while another "ism" wouldn't allow it. These created very different combat scenarios for each one.[4] In order to have a fair fight when playing against human opponents, players had to agree upon which "ism" mode was allowed.

In addition to the "ism" an opponent might be using, players had to contend with the possibility that the character jumping might be able to use either a normal attack or a special attack and thus had to be prepared for both. This was just one technique used by skilled players to turn the tide of battle. Another important element was understanding the differences between the basic technique, power and ability of characters depending on which "ism" was chosen. Should their attacks focus on special attacks or normal attacks? For special attacks should they go for jumping styles or throws? Players had to know the battle styles of each character, within each "ism." With the large number of characters available this presented a staggering amount of possibilities. Street Fighter Alpha 3 gave players the ability to choose the style that best suited them.

Learning the strengths of the new characters

In Alpha 3 the six new characters were Karin, Rainbow Mika, Cody, Juni, Juli and Bison.[5] Within this group, Cody was from the game Final Fight. He was a criminal and very vicious. He used a knife in combat with the Jab + Jab + Body + Throw chain that was used in Final Fight and brought over for Alpha 3.

The hidden characters Juli and Juni had a similar origin to Cammy and their styles and special attacks looked a lot like hers. These two were previously available only as characters



The angry, violent young man in a prisoner's uniform is Cody.

4. The "-isms" that allowed mid-air blocks were Z-ism and V-ism. In X-ism mode players couldn't perform mid-air blocks, making aerial movement more dangerous. Outside of X-ism mode players could perform blocks or attacks while jumping, making aerial movement much more convenient.

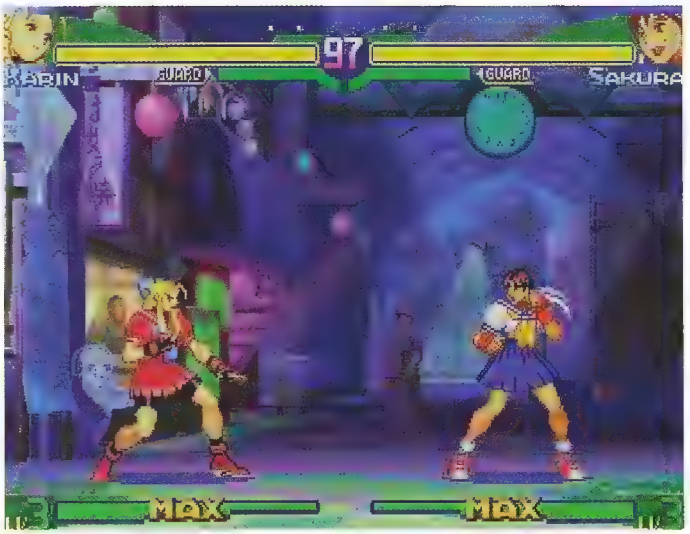
5. ***Conditions for the appearance of Bison, Juli and Juni:***
i) The machine must be in operation for 15 or more days.
ii) With more than one second left in the Character Selection Menu screen, move the cursor to Karin, then move it to the Random Character Select area and enter one of the following commands to use the appropriate character.

Bison:
While holding the start button select the character.

Juli:
While holding the joystick up or down select the character.

Juni:
While holding the joystick left or right select the character.

Despite being another throw-based character, Rainbow Mika's style, strengths and weaknesses were very different from Zangief's.



She only appeared in Street Fighter Alpha 3, but Sakura's rival Karin became quite popular.

that could be challenged in Dramatic Battle mode. In Alpha 3 they became selectable characters, though few people tended to play them.

Rainbow Mika was a female pro-wrestler and throw specialist. She possessed striking special attacks that complemented her more difficult throw techniques to present a fairly simple and easy to use battle style.

Karin was largely a ground-based fighter. With her Gurenken technique and combos and without strong aerial or anti-air power, her style and play was similar to Fei Long's.

Fan demands produce even more Alpha 3

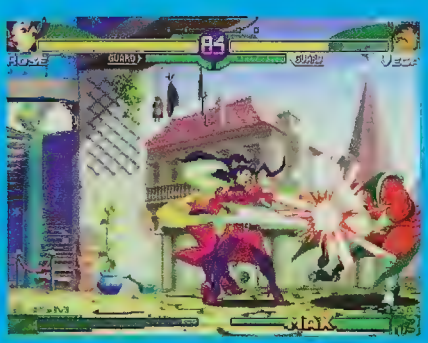
Street Fighter Alpha 3 evolved to satiate the demands of fans who wanted more of their favourite characters in the game. An expanded version would eventually include Dee Jay, T. Hawk, Fei Long and Guile. This brought the character total to over 30![6] It included the characters from the Street Fighter II and Alpha series in one game and many arcades still carry it to this day.

6. Street Fighter Alpha 3 pleased die-hard fans of the series, especially with its inclusion of characters like Guile and Fei Long. It would be the final game in the Alpha series and added to the playability and enjoyment of the game.

Using the same basic idea that worked so well in Turbo, Capcom gave players a large number of characters to choose from. Thanks to the "ism" system people could play who they

Characters

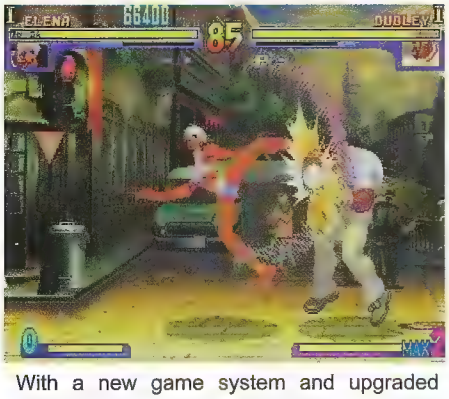
Street Fighter Alpha 3's amazing longevity.



STREET FIGHTER III
NEW GENERATION
The next chapter of Street Fighter changes everything.
A new age in fighting games is born!
Circuit Board: CP System III
Release Date: 1997

A new age begins with Street Fighter III!!

A new vision of the Street Fighter series is born



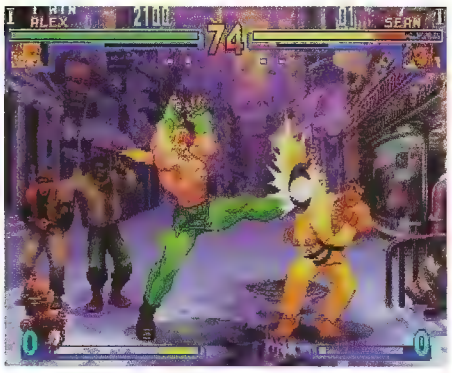
With a new game system and upgraded graphics the characters received a major makeover in Street Fighter III, making it look and feel like a whole new world.

The fans of fighting games heavily anticipated Street Fighter III. It was released on the sixth anniversary of Street Fighter II's original debut to signify that it was a new chapter in the hit franchise. Capcom labeled it "The Next Generation of Street Fighter." The circuit board was upgraded from the CP System II to the CP System III, which heavily improved the game's graphics. The difference in performance was so impressive that there was no comparison between Street Fighter III and Street Fighter Alpha 2. Everything from the animation to the look of the characters was greatly enhanced. Ryu's Fireball became much more fluid and life-like when summoned up and fired. The game felt like it used motion capture technology[1] and footage of real people.

Numerous changes were made to the game play system. Players who tapped the joystick quickly twice, either forward or backwards, could now make their character dash in that direction. Bringing the joystick down, then performing a jump made it exceptionally high. Rotating the joystick backwards caused the character to perform an evasive quick retreat. Certain attacks allowed characters to penetrate their opponent's crouching blocks. Similar to the regular combos of normal attacks, the new game included Target Combos. Players could also parry an opponent's normal and special attacks completely by holding the joystick forward or forward-down at the precise moment they were about to be hit. Players had a choice of three Super Arts to select from when choosing a character.[2] Capcom cut back on the cast and decided to use only Ken, Ryu and eight original fighters for a total of ten playable characters. The main character focus shifted from Ryu to Alex, which was a major change in the feel of the series.

1. Motion capture technology involves using actual people to perform movements that are captured digitally with a computer and then imported into a game. This technique is employed largely for 3D fighting games. It allows the characters in the game to move in a very life-like fashion.

2. Super Arts were the equivalent of Super Combos. They were very strong attacks executed with a single command sequence. After selecting a character, players had to choose from one of three available Super Arts, all of which used the power gauge. The time taken to fill the gauge and the ability to stack levels differed based on the character as well as the Super Art selected.



Alex was the new main character. He didn't possess the balance of offense and defense typical of most main characters.

New characters in Street Fighter III used fighting styles that had never been seen before in the Street Fighter series.

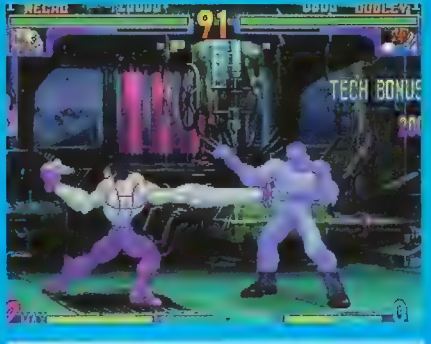
Eight new, individual characters

Street Fighter III takes place several years after the storyline of Super Street Fighter II: Turbo. Ken's and Ryu's appearance was evolved to make them look older. Ryu, of course, was as strong as ever. He constantly practiced his fighting skills and searched for strong opponents. Ken, on the other hand, now had a three-year-old son to attend to.

Every other character in the game was brand new, with Alex serving as the main character of the series. He used a combination of strikes and throws and had a definite pro-wrestling feel to his fighting style. Other additions were the brothers Yun and Yang. They studied Kung Fu (Chinese Kenpo) and both were very fast and mobile. Dudley was a heavyweight boxer with powerful punches and fast footwork. Necro received both genetic and cybernetic modifications, making his fighting style decidedly inhuman. There was a female high school student named Ibuki. She studied Ninjutsu and liked to make fun of her opponents. Oro was a 140-year-old hermit who had mystical powers that he used in combat in addition to his athletic abilities. Sean was like a younger version of Ken, with many similar attacks.[4]

Players struggled to learn the fighting styles of the new characters. With all the changes and new characters added to the game players had much to re-learn. The first thing they generally did was find the character they felt most comfortable with. Then they practiced with that character to develop their battle style. There were so many changes made to the basic

Parrying techniques become a necessity!!



Parrying became a very important technique in securing victory in Street Fighter III.

3. Yun and Yang were selected with the same icon in the Character Selection Menu. To choose either one the cursor had to be over Yun's image. If a punch button was tapped then Yun was selected. Tapping a kick button instead selected Yang. Both characters had identical abilities.

4. Ken and Ryu weren't the only characters with a reason to be fighting. Each character's purpose was only fully revealed when players met the final boss, Gill. Not everyone wanted to defeat Gill and there were many reasons for wanting to confront him. Dudley wanted to defeat Gill so he could start up his father's business again. Ibuki wanted to get the G-File from Gill whereas Sean didn't care about Gill, he just wanted to challenge and defeat Ryu.

In order to defend against normal and combo attacks players had to practice their parrying technique.

Blocking aerial or projectile attacks wasn't exactly difficult in and of itself, but timing it properly was essential.

game system that long time fans had to learn practically everything over again. With new characters and their movements, special attacks and new opponents to fight against, it felt like Street Fighter III was a complete reset of the game series.

As time went on, fans fanatical about Street Fighter II became enamored with Street Fighter III as well. For a while many fans played Single Player Mode as they adapted to the new system and new characters. It took a little while before Versus battles were once again the standard in arcades.

Ryu's new attack technique.

Throughout the many Street Fighter titles Ryu gained many new special attacks and Street Fighter III was no exception. The two new techniques at his disposal were the Joudan Sokutsu Geri and the Denjin Hadoken. Both of them increased his effectiveness.

Joudan Sokutsu Geri was a kick developed by Ryu. The Denjin Hadoken was his new variation on the traditional Fireball. It couldn't be parried and had a high chance of stunning his opponent. Players who continued to hit the button after the command was released increased the damage, speed, stun chance and power of the attack. Of the two techniques the Joudan Sokutsu Geri was easily performed with a combo, making it very effective.

The Denjin Hadoken had problems. While it seemed that an attack that couldn't be parried and stunned opponents would be perfect, it wasn't as useful as it first seemed since it required charging to be powerful. It was also a difficult maneuver to bring combos. It was, however, quite effective against skilled players who were good at parrying Fireballs. Many players ready to parry a regular Fireball would have their timing thrown off when they'd see the Denjin Hadoken causing them to get hit. Against characters with a stun weakness, this move easily dazed them. It was a very powerful technique, but only for players who could master it.

Parrying: the high risk, high blocking style

Of all the changes and new aspects added to Street Fighter III, parrying was the change with the biggest impact. No other game had a system built-in where players could defend against any attack without taking damage. Parrying involved moving the joystick either forward or forward-down, at just the right time. It was the hardcore, grittier type of combat system loved by the original fighting game fans. The parrying system was very different from the traditional blocking system. Players couldn't block while walking but parrying allowed them to avoid being defeated by special attacks that whittled away health. It gave players the option to close with an opponent and still have a strong defense. This made the system very conducive to comebacks.

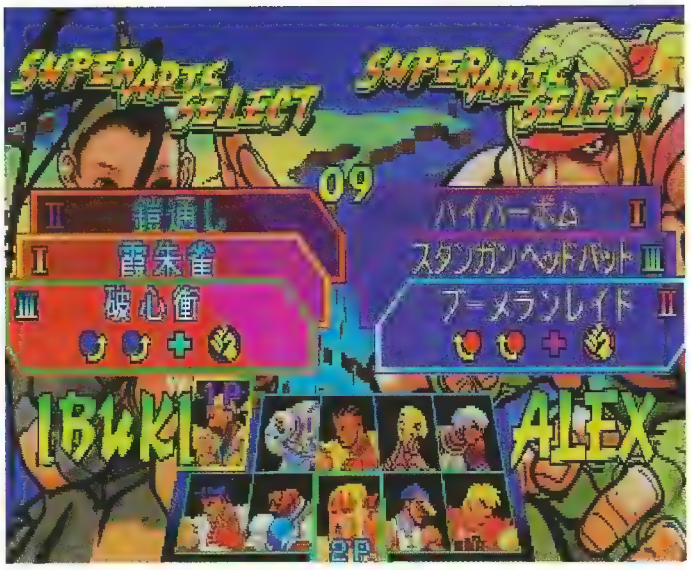
Both air and ground parries were possible, but the position of the joystick depended on where the opponent's attack was coming from. To parry a Fireball, players needed to move the joystick forward. However, if that opponent attacked from below then the joystick needed to be moved down and forward simultaneously instead. It was very important for players to be able to read attacks as they happened in order to parry them. This made it a fairly difficult system for new players to grasp. Players had the option to fight normally without the use of parries,[5] but there was a lot of merit to performing them. When facing opponents with a high degree of technical skill it was practically a necessity.

Selecting fighting styles by choosing one of three Super Arts

Super Arts were the latest incarnation of the Super Combo system and were

5. While players didn't have to use parrying and many didn't enjoy it, not parrying greatly limited a player's fighting potential. This was most evident when fighting the final boss, Gill. Players who used parries found the battle difficult, but not impossible. Without parries the match was extremely trying and players found themselves easily defeated. Those players who wished to have a decent win ratio soon learned its importance.

Super Arts did a lot of damage when they connected. The Super Art Dragon Punch was especially powerful; it generally took off about 50% of an opponent's health.



Players chose which of their character's Super Arts they wanted to use in the Super Arts Selection Menu. Only the one chosen Super Art could be used in a battle. The flow of a battle could change quite a bit based on which Super Art was chosen.

similar to them in most respects. They were a single special attack that had incredible damage potential. When players selected a character to play they had to choose between three available Super Arts for that character. Only one could be used in battle and each was different enough to alter the flow of play.

Changes to the damage system.

The amount of damage that be dished out and taken was quite a change from previous titles. Games before Street Fighter Alpha 2 and even Alpha 2 itself, had very few attack combinations or techniques that could reduce a character's health bar to half. But in Street Fighter III, the attack and damage capabilities of both normal and special attacks were greatly increased. Adding Super Arts as well gave the combat system several techniques and combos that could rapidly halve an opponent's health. In many ways, this system was closer to the Super Street Fighter II Turbo system. Against a CPU controlled foe a player's health could be KO'ed quite quickly with quick hits and powerful special attacks. A round that lasted only a few seconds wasn't very fun to players however and this is where parrying balanced things out. A parried attack was completely negated no matter how much damage it would have done. Parrying was used to balance the increase in damage while still maintaining a high degree of enjoyment. The difference between victory and defeat, therefore, largely rested in a player's ability to parry and then follow up with counter attacks.

Ken, for example, had the Shoryu Reppa, the Shinryuken and the Shippu Jinraikyaku as his Super Art choices. Each had different effects and damage potential. Each one drew upon the power gauge differently. A player's choice impacted the fighting style of the character a great deal. Even if two players were using the same character, if each selected a different Super Art, their fighting styles were quite different.[6] Naturally, with each character having different attacks there was a large amount of variety in fighting styles. When coupled with the choices for Super Arts, the number of fighting styles was nearly limitless.

Street Fighter III aims to advance further than ever!!

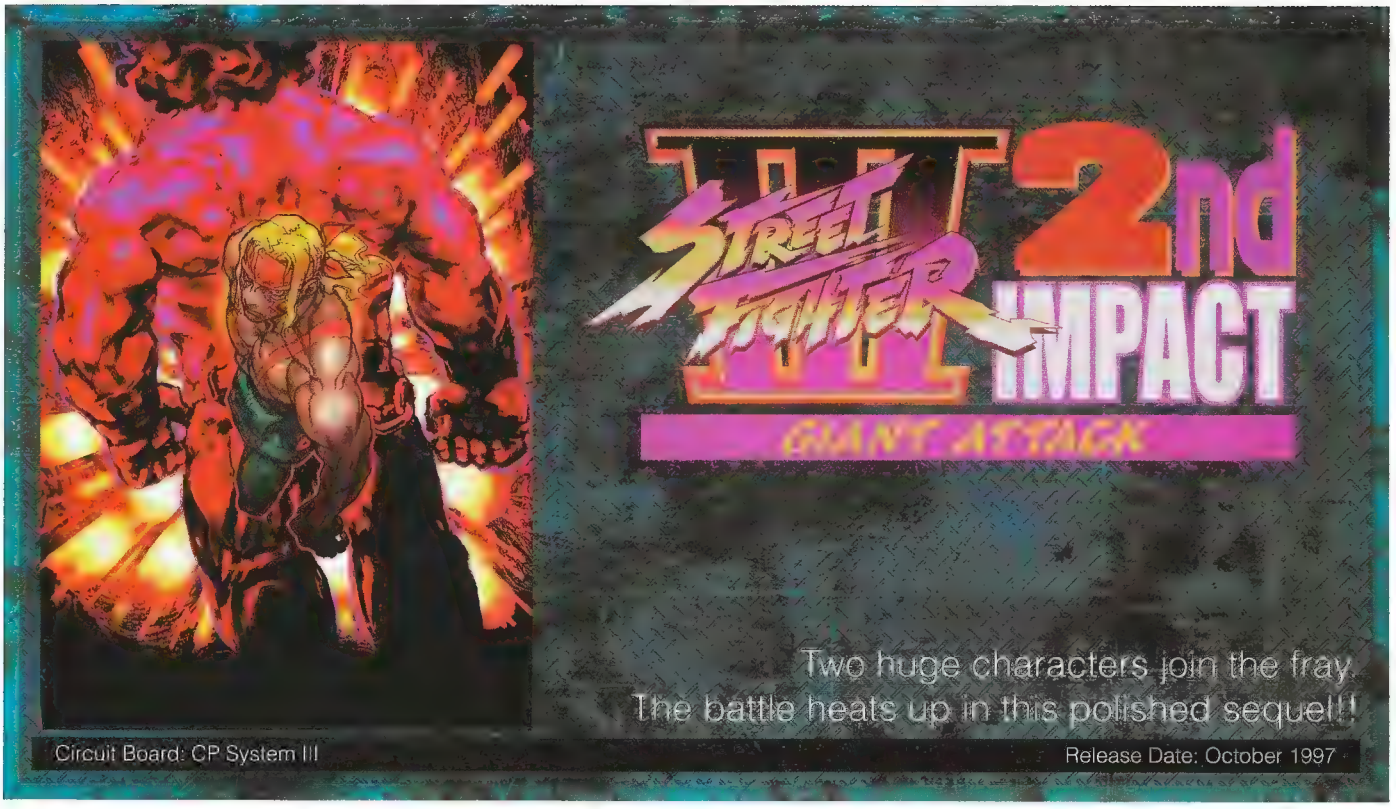
Many new advances were made with the release of Street Fighter III. Because fans had to wait such a long time for the game their expectations were high. Because the system was so new, there was still a lot that could be done better. Things needed to be better balanced and there were high hopes for what lay ahead. With only ten characters in the game it seemed small compared to other fighting games out at the time, even if eight of them were entirely new.

The hardcore fans were not satisfied with the small cast of characters and many desired favorites from the previous Street Fighter games as part of the new series. Capcom listened and quickly went to work integrating as many ideas as possible into the game system. Six months later they released a new version called Street Fighter III: 2nd Impact.

6. When choosing a Super Art players had to keep in mind the abilities and weaknesses of their opponent. While the power levels of the Super Arts were roughly the same, their effectiveness varied greatly based on the character they were fighting against.

For example, the Denjin Hadoken was a difficult Super Art to use, but against an opponent who was easily stunned it was extremely effective and thus worth considering.

Characters


STREET FIGHTER III
2nd IMPACT
GIANT ATTACK
Two huge characters join the fray.
The battle heats up in this polished sequel!!
Circuit Board: CP System III
Release Date: October 1997

Versus battles intensify with the added choice of Super Arts!!

The changes continue in 2nd Impact

Many things about Street Fighter III: were adjusted to create Street Fighter III: 2nd Impact. Everything from game balance to new techniques, a new game system and new characters were added to insure that it was a worthwhile upgrade.

Adding to the playable roster were Urien, the previous game's final boss, Hugo from Final Fight, as well as Akuma and Shin Akuma.

When players performed a special attack they could now change it to an EX attack that depleted their character's power gauge if they tapped two or more buttons at the same time. Furthermore, it was now possible to defend against throws, without parrying, by having the character respond with a throw of their own.[1] Hitting the strong punch and kick buttons simultaneously caused each

2nd Impact was released only six months after Street Fighter III and the game's popularity soared even higher.

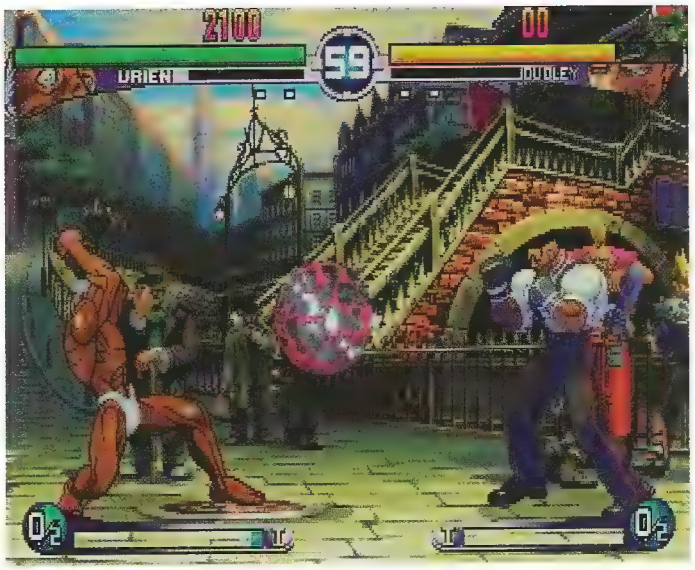
character to perform a special action. When a character's Super Arts gauge was full their power increased with the execution of a special move. Changes were also made to allow the current player to re-select their character's Super Art when a new challenger arrived.[2] Story Mode was added to give each character a final boss tailored to their particular storyline.

Naturally the game wouldn't have been complete without a number of hidden features included within and, just like previous titles, special commands and conditions had to be met before these secrets could be accessed.

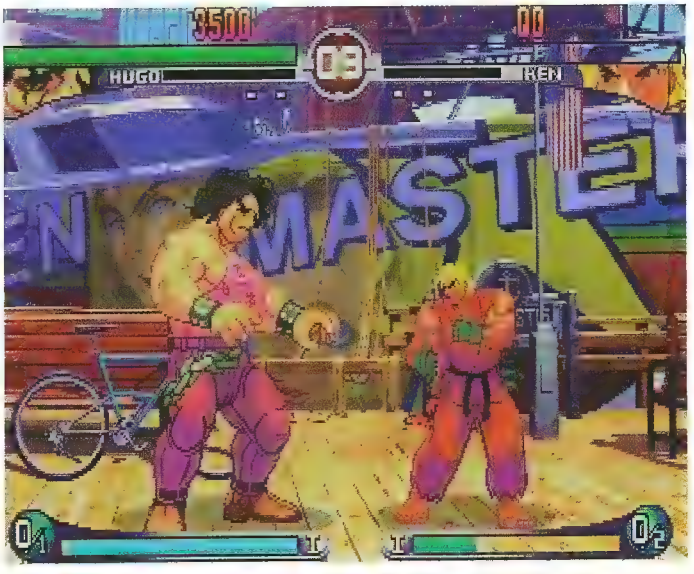
Street Fighter III: 2nd Impact added upgrades to the base Street Fighter III game and the series moved closer to reaching its pinnacle.

1. The parrying system from Street Fighter III was retained in Street Fighter III: 2nd Impact, barring a few modifications. The parrying system didn't allow players to parry normal throw attacks. To help with that a Grappling Defense was added to provide a counter to throw attacks. Being able to use both techniques effectively in combat was very important.

2. When a new challenger appeared while a player was already engaged with a CPU opponent, that player was allowed to re-select their Super Art technique. Super Arts had a dramatic impact on the play of battle and this feature helped to maintain game balance.



Urien was frequently touted as Gill's younger brother and the two possessed similar techniques. Urien had power, but he was also a highly technical character to use.



Hugo's power was readily apparent to all. Victory with him depended on whether or not players were able to grapple and throw their opponent. A 360-degree throw command often spelled victory for Hugo.

The power of the new characters

Urien was the younger brother of Gill. There's no doubt that his special attacks greatly resembled his older brother's. He had a large body, long reach and a sizeable amount of power. He could also move quite quickly. With special attacks, jumping aerial techniques, surprise attacks and Super Arts, one of which was the Aegis Reflector, Urien had many powerful moves to draw upon.[3] His normal attacks had a long reach, giving him range advantage, but all his special and aerial attacks, other than the Matrix Sphere, required the use of a charge-up command. This meant that despite his sheer power, Urien was a highly technical character and it required a fair amount of skill to use him properly. Beginning a combo with his Aegis Reflector was an effective way to help secure victory in a match.

Where Urien was large and fast, Hugo was large and slow. He could, however, inflict a lot of damage with just a single hit and his special attacks carried with them a lot of power. His 360-degree throw command, the Somersault Press, was especially damaging to opponents. He also had the extremely powerful and difficult to pull off, double-360 Super Art throw command called the Gigas Breaker. A Gigas Breaker that hit was capable of reducing an opponent's health by 60%. While he had other techniques available, his most dangerous attribute was that, if players wanted to, they could rely completely on Hugo's throws to win a match. Akuma remained largely the same as ever, with his incredible power resting in his special attacks.

Akuma was particularly dangerous to characters with low health or stun gauges due to how difficult it was to defend against him.[4] His true

Hugo and the return of the 360-degree throw!!

While Zangief was the defining throw-based specialist in the Street Fighter II series, no such character existed in Street Fighter III. Hugo was added to Street Fighter III: 2nd Impact to fill that role. He'd originally been a character in Final Fight before being added to 2nd Impact. He had two 360-degree throw commands as well as a Super Arts throw, known as the Gigas Breaker. The Gigas Breaker required two full rotations of the joystick to pull off correctly, making him very similar to Zangief. Players who liked using Zangief in Street Fighter II and enjoyed throw-based characters in general appreciated playing Hugo.

The power inherent in throw specialist characters was truly awesome. Pulling off even just one 360-degree throw command could completely turn a match around. Many players found it satisfying if they could just execute one 360-degree or a double-360 throw command in a match, even if they lost the match itself. As the powerful grappler character, Hugo was an important addition to the game.

Hugo's Gigas Breaker attack required two full rotations of the joystick to execute. Performing it was very tough. Getting one off was frequently the deciding move of a match.

3. This is one of Urien's Super Arts. It forms an offensive wall capable of inflicting large amounts of damage to any opponents who touch it. The energy wall didn't last very long, but it was effective when combined with combos. Performed properly, it made Urien an extremely deadly opponent.

4 .Every time a character was hit their stun gauge decreased. When the gauge was reduced to nothing the character was stunned. As long as a character wasn't being hit their stun gauge slowly recovered.

Unlocking the hidden costume gave players access to previously unavailable colors.

potential lay in his ability to chain attacks together for multiple hits that inflicted serious damage. Akuma still possessed his Raging Demon in this title and when it was used to KO an opponent a special event occurred. After the crushing deathblow the screen filled with fire and darkness to reveal a large Akuma standing with a huge red Japanese character for "Heaven." As scary as Akuma was, Shin Akuma was even more brutal and powerful than regular Akuma. His overall strength was higher and he could perform a double chain Fireball in mid-air. The chained Fireballs made it very difficult to get close to him, especially since the CPU controlled Shin Akuma making it nearly perfect in its movements and attack patterns. Much to the disappointment of many fans, Shin Akuma was strictly CPU controlled character and not available for selection.

More secrets

Accessing the game's hidden components relied on inputting the proper command as well as meeting the various conditions needed to unlock them and 2nd Impact had an exceptional number of secrets in it.

Players could unlock Akuma as a hidden, playable character in the game. They could unlock a hidden costume for each character, as well as select its color. They could select the bonus stage level. They could change the order in which they faced the CPU opponents. Players could fight Akuma, and they could also challenge Shin Akuma.[5] Of all of these, challenging Shin Akuma was by far the most rare. Challenging Shin Akuma required the player to complete all battles without using any Continues and to finish five matches (with each battle consisting of three rounds) with a Super Art. Doing this caused Akuma to appear and the player had to beat him without using a Continue credit. They also had to win every round by KO'ing him; Timeouts and decision judgments weren't allowed.[6] The player also had to get three perfect victories and at least one Super Art finish or Perfect Super Art finish. After finally completing all those

The return of the bonus stage.

Super Street Fighter II was the last game to have bonus stages until Street Fighter III: 2nd Impact. In Super Street Fighter II the bonus stages included smashing a car to pieces, chopping through tiles and smashing drums.

In 2nd Impact the bonus games involved parrying basketballs tossed by Sean. The number of balls and speed Sean threw at started out slow at first, then increased as time progressed. Players had to be quite skilled at parrying to obtain a perfect score.

Street Fighter III: 3rd Strike followed this up with a car smashing bonus stage in addition to the basketball parrying level. Ryu's stage have the same car as last time, 3rd Strike changed it to a large SUV.

In order to practice the parrying there was a bonus stage where players had to parry basketballs. Sean stood behind a barrel throwing the balls at various speeds.

5. Hidden components of 2nd Impact:

The Akuma use command:
In the Character Selection Menu the following commands had to be entered in sequence:
i) With the cursor on Ryu, move the joystick down, down, up.
ii) With the cursor on Ken, move the joystick up, up, down.
iii) With the cursor on Ryu, move the joystick up.
iv) With the cursor on Ken, move the joystick down.
v) With the cursor on Sean, move the joystick down, down, up, down, up, up, up.

Hidden costumes:
Select a character by hitting the Weak and Strong Punch buttons at the same time.

Select the Bonus Stage level:
When the bonus stage begins, select the level by entering one of the commands below.
Level 1 = Weak Kick
Level 2 = Medium Kick
Level 3 = Strong Kick
Level 4 = Hit all kick buttons at the same time
Level 5 = Move the joystick down and hit Weak Punch + Medium Kick + Strong Punch.

Select the order of the CPU characters' appearance:
When selecting the Super Art for a character, move the joystick left, right then hit an attack button.

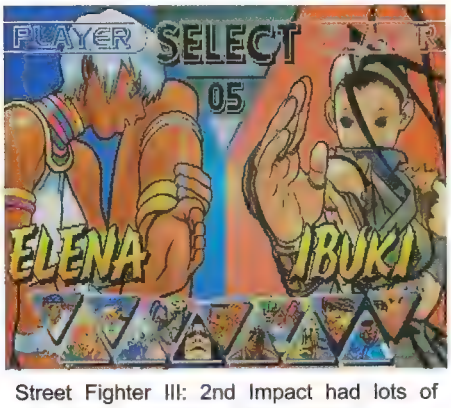
Arcade players were conflicted as to which character to play.

requirements, players were deemed ready to face the unearthly power of Shin Akuma in battle. Luckily players could use Continue credits during the Shin Akuma fight if they lost.

Players didn't figure out most of these secrets through the normal course of play. They were eventually leaked to the general gaming public through video game magazines but players quickly took up the challenge of experiencing them in game once they learned about them.

Both Alpha 3 and 2nd Impact dominated arcades at around the same time

A year or so after the release of Street Fighter III: 2nd Impact, the third installment of the Alpha series, Alpha 3, was also released.[7] This meant there were two separate Street Fighter series in arcades at the same time. This continued until the release of Street Fighter III: 3rd Strike.

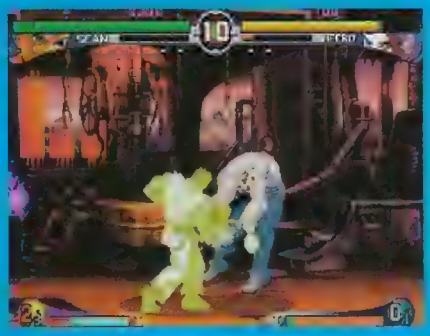


Street Fighter III: 2nd Impact had lots of appealing characters that grabbed arcade audiences.

Using EX techniques.

EX attacks were more powerful versions of the special attacks that were executed when the proper attack buttons were pressed simultaneously.[8] The EX Fireball increased the number of hits, while the Hurricane Kick became similar to the Super Art Hurricane Kick. EX moves were very simple to execute. They involved tapping the weak, medium or strong attack buttons when activating a character's special attack.

While the EX special attacks drained some of the energy from the power gauge, they were powerful, hit multiple times and could be easily added to combos, giving them plenty of merit. The effectiveness of an EX attack depended on which character played used. For a character like Ibuki, the EX special attack was extremely effective. Sean's on the other hand wasn't as potent.



A character's body began to glow yellow when they were properly executing an EX special attack. It was essential to watch for any changes in an opponent for what they might do next.

For players wanting better graphics and a newer system, Street Fighter III: 2nd Impact was their ideal choice. For those wanting more of a technical and complete fighting game with multitudes of options, Street Fighter Alpha 3 was better. Having both games on the market at the same time gave players the best of both worlds. This was possible due to the resurgent boom in fighting games, which harkened back to the days of Super Street Fighter II: Turbo. To meet this rising popularity, other companies were also busy making fighting games to add to the market. As far as players were concerned, it looked like 2D fighting games had reached their peak in terms of what could possibly be done at this stage. Of the two games, players appeared to prefer Alpha 3 to 2nd Impact. However, the Street Fighter III series wasn't over yet. With the release of Street Fighter III: 3rd Strike, adjustments were made to make the series just as popular as the beloved Alpha series.

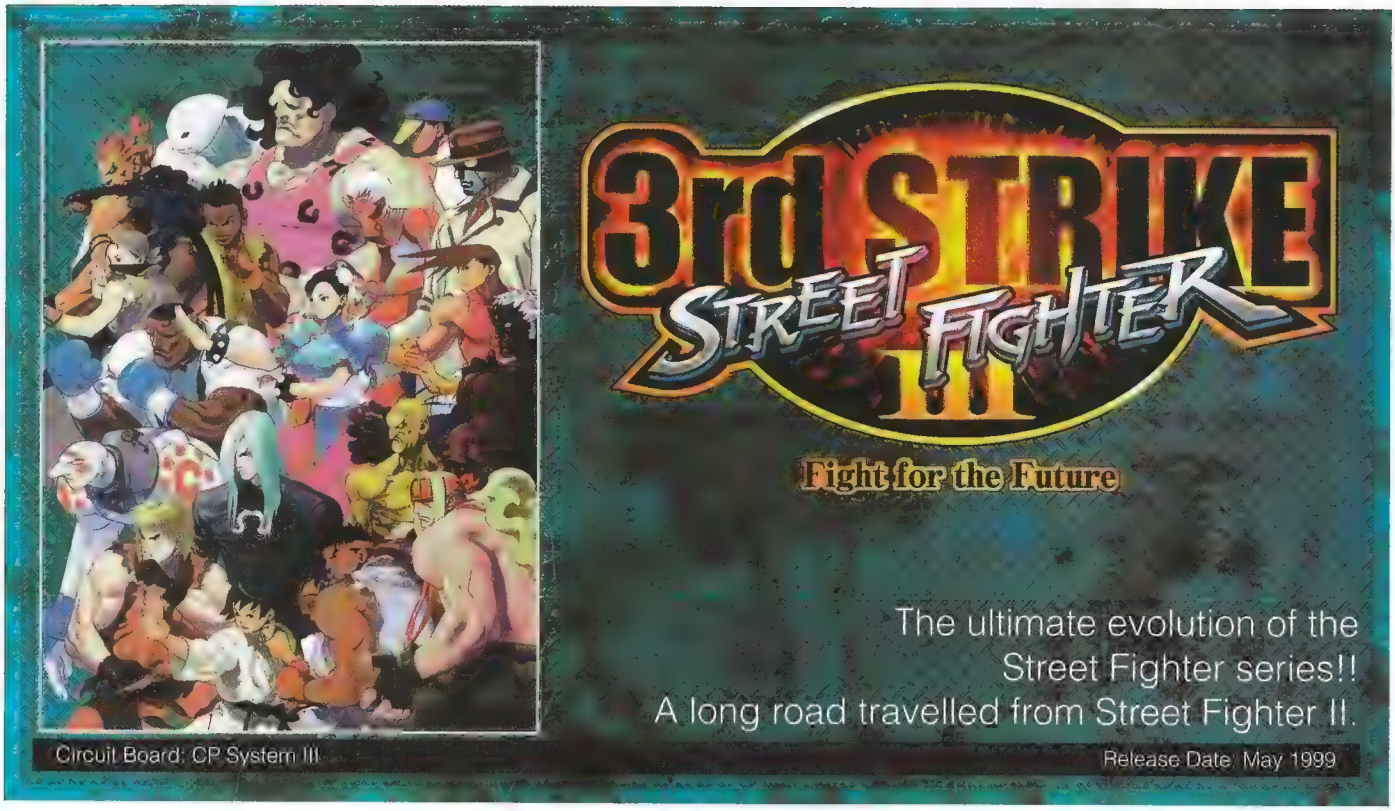
Capcom worked hard to increase the depth of the series as well as technical aspects and the ease of play to bring Street Fighter III: 3rd Strike up to the prestigious level of the Alpha series.

6. A "Cheap Finish" was the nickname given to the technique where players used a special attack to damage a character significantly, then defended themselves and let the time run out to secure a win. Many felt that winning this way wasn't a real show of skill or ability.

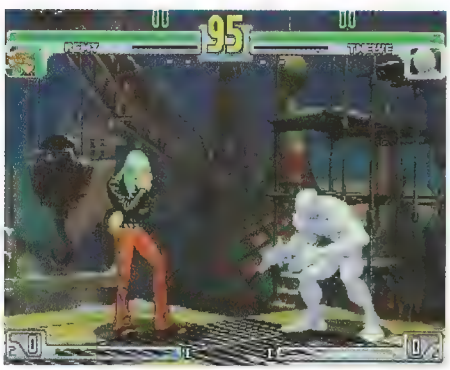
7. When compared to the order in which this book presents the games, it may seem odd that the actual release schedule isn't the same. The actual release order after Street Fighter Alpha 2 is as follows: Street Fighter Zero 2: Alpha (Japan), Street Fighter III, Street Fighter III: 2nd Impact followed by Street Fighter Alpha 3.

8. EX special attacks were more powerful than their normal counterparts. They hit an opponent with multiple attacks making it very effective to use despite the fact that it drained the Super Arts power gauge.

Characters


3rd STRIKE
STREET FIGHTER III
Fight for the Future
The ultimate evolution of the
Street Fighter series!!
A long road travelled from Street Fighter II.
Circuit Board: CP System III
Release Date: May 1999

The ultimate 2D fighting game!!



One of the differences in the new system was that each character had nuances and little actions they would perform in play.

The ultimate battle is about to begin!!

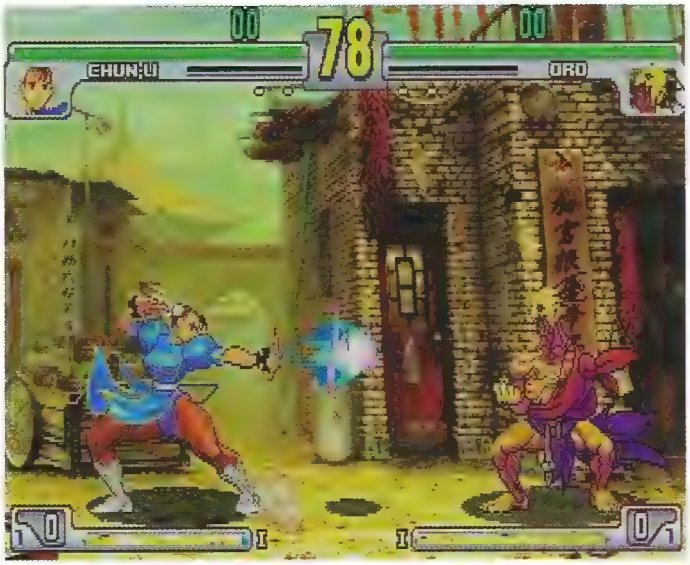
What makes a fighting game? What would the ultimate advancement of the genre be? How can depth be added to the game system and to character individuality? These are the types of questions Capcom hoped to address with the development and release of Street Fighter III: 3rd Strike.

There were a number of differences between 2nd Impact and 3rd Strike. Five new characters were added including Remy and Q, bringing the total to 19 characters. The parry system changed to a hybrid mixture of the previous block and parry systems respectively. This meant that players could execute a parry technique while they were blocking. A character's body would glow red (during a normal parry the character's body would glow blue) when simultaneous block and parry were being performed. Additionally, special attacks could now be launched while blocking. Block cancels could now be performed as well. Both were ideas borrowed from the Darkstalkers series of games. This new block system was not necessarily a counter-attack system, rather it allowed a player to halt the flow of an opponent's combo and respond with a move, or even parry the rest of the hits to reduce damage taken. The Grade Judge System was added and worked against both CPU opponents and other players.[1]. A small change was also made to the mid-air parry system, making it simpler to execute.[2] The command for the normal throw technique became the pressing of the Weak Punch and Kick buttons simultaneously. With this change, the

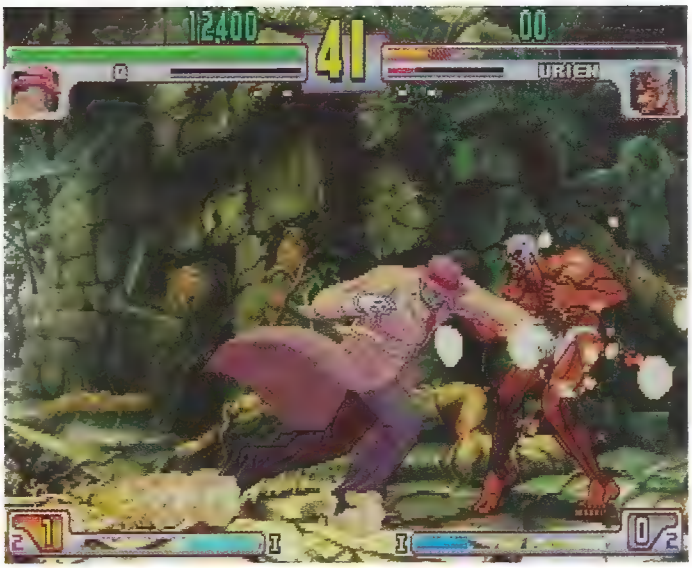
The Street Fighter III series finished with the release of 3rd Strike. It offered a new game system, new characters and added more depth to the game.

1. The Grade Judge System was based on the following aspects of play; offense (attacking), defense (blocking and avoidance), technical skill (use of chains and combos) and EX points (use of Super Arts and special attack techniques). SP points were awarded when players scored a certain grade or higher in their matches.

2. Previous titles had joystick movement for the mid-air parry command as either back or down. In this title, moving the joystick back was the only correct command.



Years had come and gone since the days of Street Fighter II and while Chun-Li had matured and grown even more beautiful, she hadn't lost her inherent cuteness.



Possessing his own unique style and fighting form made Q a very popular character.

Rip Attack became more of a standard technique during game play.[3]

With its new system and additional characters, the possibilities of 3rd Strike were considerably broader than its predecessor. The highly polished game system allowed a much wider choice of fighting tactics. It took the previous two titles, however, to make 3rd Strike such a fully realized game. Fans loved it and it joined the ranks of Super Street Fighter II: Turbo and Street Fighter Alpha 3 as one of the most popular Street Fighter games ever released.

Five new characters and their abilities

The five characters added to Street Fighter III: 3rd Strike were Chun-Li, Makoto, Remy, Q and Twelve. Apart from Chun-Li, all of these characters were new.

Being such a popular character, Chun-Li had appeared in every Street Fighter series and her fans were overjoyed to see her in this title. This incarnation of Chun-Li was a combination of her Super Street Fighter II: Turbo and Street Fighter Alpha 3 versions, with increased ability in her regular techniques and vastly improved graphics. She received new Super Arts in addition to this. With the addition of the Kikoshou and the Houyoku-Sen, Chun-Li's overall power increased significantly.[5]

Much like his predecessors, Gill is released as a playable character!!

The final boss in 3rd Strike was Gill. Special attacks from his right hand burned foes while attacks from his left froze them. His attacks included advanced strikes, surprise moves and aerial assaults. On top of these he had Super Arts like Meteor Strike, Seraphic Wing and Resurrection.

Meteor Strike pummeled an opponent's head with mini-meteors. If all of them hit it did a massive amount of damage.

Seraphic Wing affected the entire screen and there was no way to defend against it. Players couldn't parry it and even if blocked it still inflicted significant damage. The only counter was to interrupt Gill as he charged up the attack.

Resurrection was a special Super Art that automatically activated when a player defeated (KO'ed) Gill as long as his Super Art gauge was full. If left uninterrupted, this attack restored his health to full.[4] Luckily it could only be performed once. As in Street Art, his power was new to Gill in Street Fighter III: 3rd Strike and required the use of his power gauge. The CPU automatically performed it when a player defeated him.

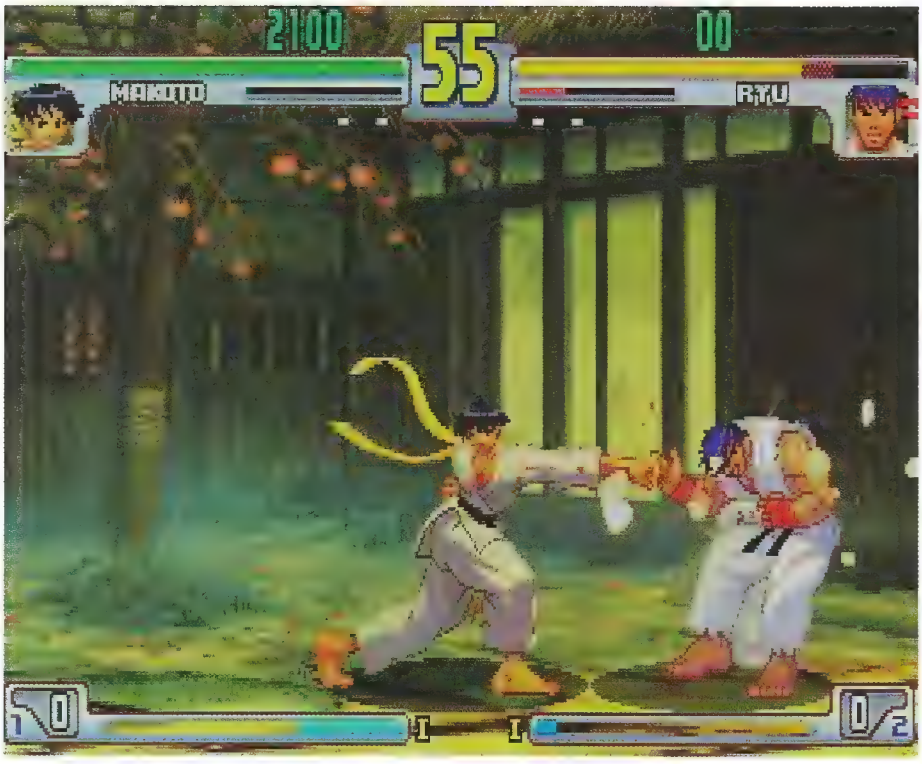
Gill's abilities were very powerful as befit his role as the final boss of the series.

Gill appeared as Fukkatsu Kunan (his Makoto and possessed a style that was obviously different. Also with Akuma's last Attempt.

3. The Rip Attack in Street Fighter III: 2nd Impact was performed with the down, down, attack, sequence. It was simplified for Street Fighter III: 3rd Strike to the simultaneous tapping of the Middle Punch and Kick buttons. This simplification allowed it to became a more important factor in battles. It was useful against opponents who continually blocked combos or who were holding low block positions. It allowed players to interrupt an opponent's block and then open up with a variety of attacks.

4. With the Resurrection ability Gill would rise up into the air with both arms open and heal himself. Once he started healing he couldn't block. A quick player could take advantage of this to interrupt him before he restored himself completely.

5. Chun-Li was stronger than ever in this title, ranking just behind Ken in overall power. With the power of her regular attacks increased, her fast speed and great combo potential she was more effective than ever.



The Street Fighter series had very few proper students of karate. Makoto was one of them.

Makoto was a young female karate student. While her movements were slow, she had awesome potential for explosive power. Her Seichusen Godanzuki was great for combos and inflicted lots of damage to opponents. Players who could maintain control over the pace of battle found her very effective indeed.

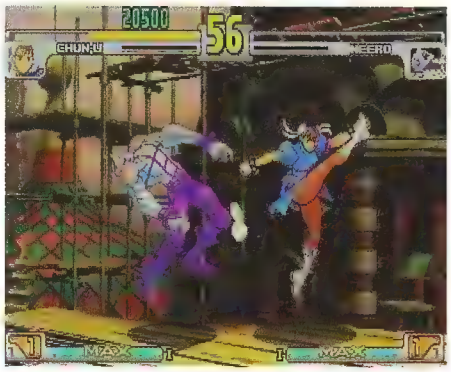
Remy possessed a very effeminate quality to him. His fighting style was similar to Guile's and Charlie's and used charge-up commands for many of his special attacks. His attacks were effective against opponents above and below him and had an attack similar to Guile's Somersault Kick. Remy possessed some very peculiar Super Arts as well, one of which was a special counter attack. This attack let him interrupt an opponent's attack with his own and then follow through with a series of attacks. It was called the Blue Nocturne.

Q had a very strange style and with his trench coat and metallic appearance he was a very enigmatic character. His power was derived from his powerful body, so his regular and special attacks inflicted large amounts of damage.

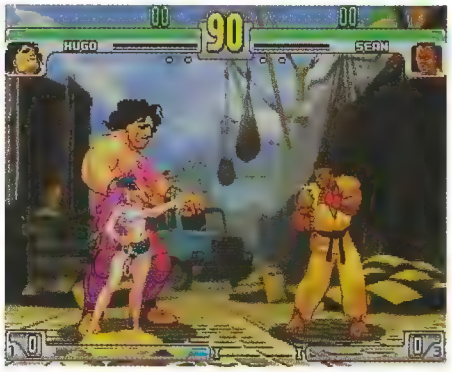
Lastly, there was Twelve. Created by Gill as a new sort of super human soldier, his body was like rubber and he could create many shapes and forms with it during combat. He was even able to assume his opponent's shape or turn invisible, making him a very tricky foe with a style comparable to Dhalsim's.

The many secrets of 3rd Strike

There were many new hidden components in Street Fighter III: 3rd Strike. Tapping all three punch buttons simultaneously while selecting a character unlocked the hidden color



Fans still play Street Fighter III: 3rd Strike to this day.



Hugo's hidden taunt involved the appearance of his partner, Poison. She used her charm to fascinate opponents.

scheme for that character. A command could be entered to select the difficulty of the bonus stage just like 2nd Impact. There was a hidden entrance combination for Q, as well as hidden taunts for Makoto and Hugo. Chun-Li even had a hidden victory pose.[6]

Will 3rd Strike be the final chapter in the history of Street Fighter?

Counting all the arcade versions of the games, there are fourteen titles in the Street Fighter series. From the beginning with Street Fighter I to the present, it's been quite a long journey.

With no new Street Fighter games currently in the works, 3rd Strike is still being played around the world. Capcom and other game makers like SNK and Sammy are continuing work on creating and advancing 2D fighting games. The recent merger of Capcom and SNK characters into a single great fighting game called Capcom VS. SNK was a dream come true for many fans.[7]

6. Players that tapped the Strong Punch and Kick buttons saw their character perform a taunt.

7. The Capcom VS. SNK series included many characters from both the Street Fighter and King of Fighters series. This special merger gave fans a way to enjoy battles between beloved characters from both companies.

Comparing character strengths in Street Fighter III: 3rd Strike.

Street Fighter III: 3rd Strike had nineteen characters (excluding Gill). They are ranked below in terms of overall power and effectiveness. Of course the skill of the player can change this a lot. This ranking addresses power of attacks and special attack techniques.

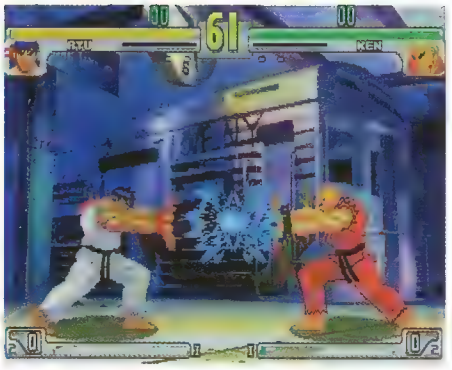
For general, overall strength Ken, Chun-Li and Yun are the three characters that stand out. With solid normal attacks and easy-to-use Super Arts, Ken's potential is strong. With his ability to perform powerful Target Combos he is a well-balanced character. Chun-Li has very good normal attacks and excellent mobility. Yun's Super Arts are quite strong and the Genei-jin move can deal a lot of damage in a short time.

The next three characters are Urien, Makoto, Yang, Dudley and Akuma. Urien had a very strong combo when it started with the Aegis Reflector move and he was very deadly in close quarters combat. Makoto, with her Tsu-ugi could perform powerful combos. Yang had his Tourouzan and also the Seiei Enbu that he could use anywhere. He had a lot of potential to unleash damage on his enemy. Whether he was on the ground or in the air. Dudley was an effective character and didn't have any particular opponents he was weak against. Akuma's health and Stun Gauge were both greater than normal, allowing him to prey on the weaknesses of other characters. He had aerial attacks, anti-air techniques, surprise attacks, overwhelmon potential in his Super Arts and a large number of attacks that chained together well.

The next level included Ryu, Alex, Ibuki, Elena, Hugo and Remy. Ryu was a generic, well-rounded character. No matter the character, Ryu's defense was always solid. However, he didn't have any explosive power and that made him a little less safe to play with sometimes. Alex could perform good strikes or throws and inflict a decent amount of damage, but he was a technical character that required players to know how to properly use his special techniques. Ibuki was probably the most difficult to use of all the nineteen characters in the game. She required a considerable amount of practice to master. She had substantial power if a player could execute her attacks properly. Elena had powerful normal attacks and her special attack techniques were well balanced. Without much explosive power potential, however, it was necessary to whittle away at an opponent. Hugo was quite strong, had the jump-to-throw techniques and could throw blocking characters, but he moved very slowly and his body was large. Remy was a balanced and capable fighter against any opponent. Almost all of his special attacks were charge-up style commands, but he didn't have much in the way of explosive power or defensive strength due to his special attack command requirements.

Lastly, are Q, Twelve, Sean, Oro, and Necro. Q's moves were fairly slow and he had many difficult combos. His biggest weakness was that he was relatively easy to hit. Twelve's movements were bizarre and involved many trick techniques. While he could inflict lots of damage and perform many combos, he didn't possess versatile special attacks like the other characters. It was difficult to find a winning fighting style with him. Sean's special attacks were average at best. The effectiveness of his special attacks really depended on the player's ability. Oro was also a very technical character that depended on skill to be effective. His Tengu-Stone Super Art inflicted a lot of damage. Chaining that with the Yagyou-Dama Super Art was an effective tactic. Necro had to intercept an opponent's movements with his long arms and legs and perform special attacks in order to win. In order, the technical characters were Necro, Oro and finally Twelve.

Because Ken's attacks looked heavier during execution, some people thought he was the stronger character. Ryu, however, had the potential for unearthly power, so it really just depended on who the player believed was the stronger of the two.



What kind of new Street Fighter series would this be? It probably exceeded the imaginations of the players at the time.

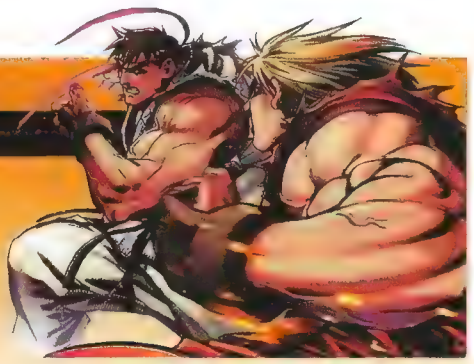
Where the Street Fighter series will go from here, no one knows, but many fans are hoping for another series to emerge.

Fifteen years may seem like a long time to continue a game title, but the popularity of the Street Fighter series doesn't appear to have an end in sight. Fans all over the world are anxiously awaiting the next Capcom fighting game. They can't wait to see what changes and new characters will be added to the series if a new title is ever released.

Characters

COLUMN 1

RELATED STREET FIGHTER TITLES



In this book we've explored the 2D universe of the Street Fighter arcade games. On this page we'll introduce the 3D fighting game version of the Street Fighter series and those versions of the games that were only released for home console. The EX series of games has a unique look to it that's separate from the 2D arcade games.

Street Fighter EX

While Street Fighter II was a 2D based fighting game, the EX series of Street Fighter games used a 3D polygon graphic system. The goal was to maintain the atmosphere and feel of Street Fighter II, while importing it into a 3D game environment. It contained many of the same characters from Street Fighter II and numerous original characters as well. The game system included a special combo cancel technique that could negate special attacks. It was called the Super Combo Cancel system. Dark Ryu made his way into the game and the graphics were enhanced overall.

Street Fighter EX 2 Plus

This was an upgraded version of the EX 2 game. Five characters were added to the roster, bringing the total to 23. It maintained the Excel and Super Cancel techniques, and added a new one in the form of the Meteor Combo. Meteor Combos could only be performed when the Super Combo gauge had all three levels. When executed on an opponent a specially animated sequence combo, which depended on the character, played out. In addition to the increase in number of characters, the EX series sought to tell a story that was different from the main storyline of Street Fighter II.

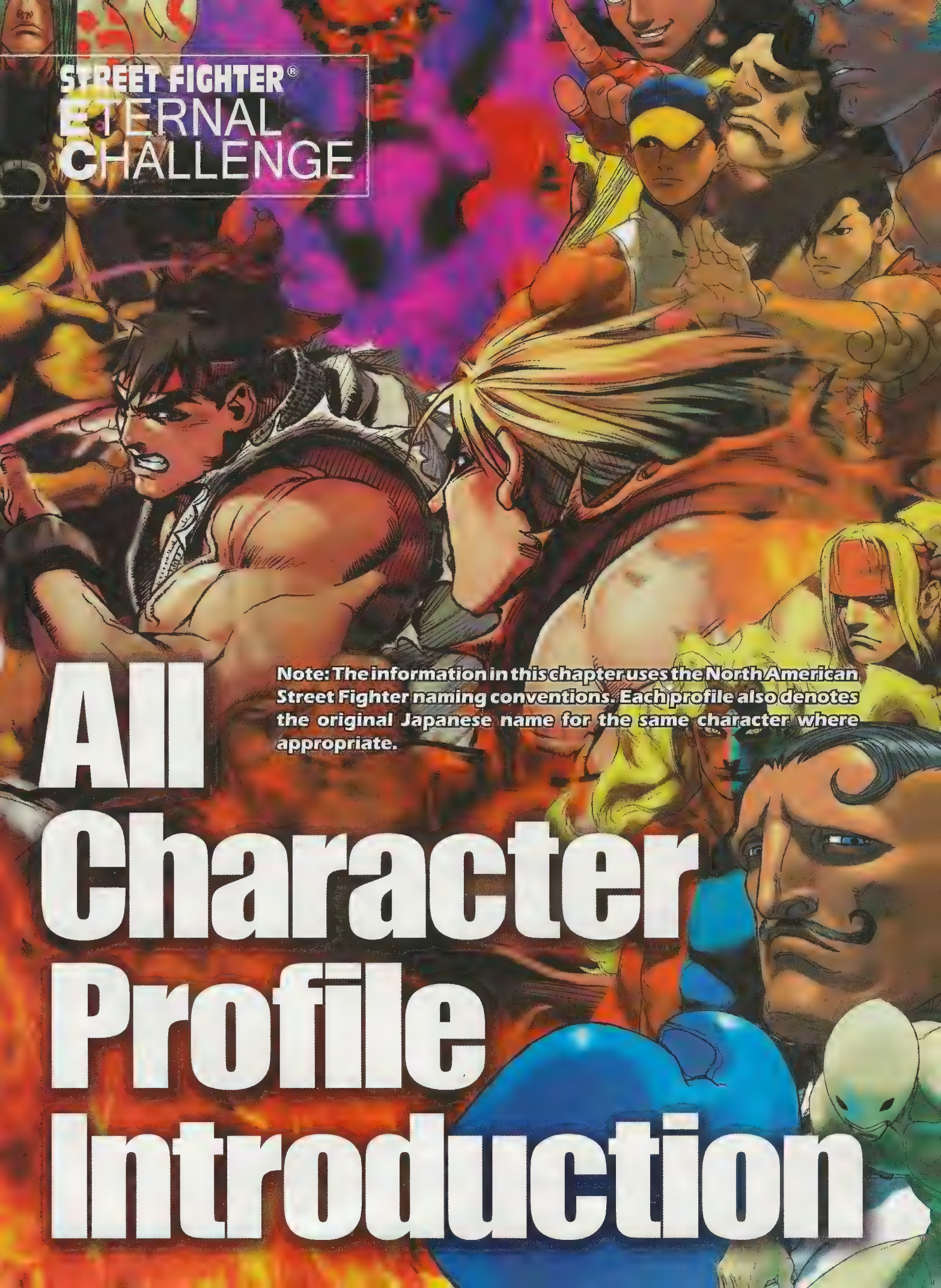
Street Fighter EX 2

This was the continuation of the EX series. The graphics were vastly improved in this version. The 3D polygon system allowed for a re-envisioning of game appearance and atmosphere. The number of playable characters was increased to 14 and emphasis was placed on their abilities.

The biggest defining aspect of EX 2 was the Excel. This technique used up an entire level of the Super Combo gauge. In Excel mode players could cancel any normal attack or special attack to form intense combinations. This was very similar to the V-ism mode of Street Fighter Alpha 3. There were a variety of hidden components in the game left for discovery.

STREET FIGHTER SERIES RELEASE HISTORY

JAPAN RELEASE (YEAR)	US RELEASE	US RELEASE YEAR	US PLATFORMS
Street Fighter (1987)	**Street Fighter, Fighting Street**	(1987), (1989)	Arcade, TurboGrafx-16
Street Fighter II (1991)	**Street Fighter II**	SNES (1992), Play Station (1998), Play Station 2 (2004)	SNES, Play Station (Street Fighter Collection 2), Play Station 2 (SFAC)
Street Fighter II: Dash (1992)	**Street Fighter II: Champion Edition**	Play Station (1998), Play Station 2 (2004)	Play Station (Street Fighter Collection 2), Play Station 2 (SFAC)
Street Fighter II: Dash Turbo (1992)	**Street Fighter II: Hyper Fighting**	Genesis (1993), Play Station (1998), Play Station 2 (2004)	Genesis, Play Station (Street Fighter Collection 2), Play Station 2 (SFAC)
	Street Fighter II Turbo	(1993)	SNES
Super Street Fighter II (1993)	**Super Street Fighter II**	SNES-Genesis (1994), PC (1996), Play Station (1998), Play Station 2 (2004)	SNES, Genesis, PC, Play Station (Street Fighter Collection), Play Station 2 (SFAC)
Super Street Fighter: II The Tournament Battle (1993)			
Super Street Fighter II X (1994)	**Super Street Fighter II: Turbo**	Play Station (1998), Play Station 2 (2004)	Play Station (Street Fighter Collection), Play Station 2 (SFAC)
	Super Street Fighter II: Turbo Revival	(2001)	Game Boy Advance
Street Fighter Zero (1995)	**Street Fighter Alpha**	Play Station (1995), Saturn (1996), PC (2000), GBC (2001)	Playstation, Saturn, Gameboy Color, PC
Street Fighter Zero 2 (1996)	**Street Fighter Alpha 2**	Saturn-SNES-Playstation (1996), PC (1997)	Saturn, SNES, Playstation, PC
Street Fighter Zero 2 Alpha (1996)	**Street Fighter Alpha 2 Gold**	Play Station (1998)	Play Station (Street Fighter Collection)
Street Fighter III (1997)	**Street Fighter III**	(2000)	Dreamcast
Street Fighter III: 2nd Impact (1997)	**Street Fighter III: 2nd Impact**	(2000)	Dreamcast
Street Fighter Zero 3 (1998)	**Street Fighter Alpha 3**	Play Station (1999), Dreamcast (2000), Game Boy Advance (2002)	Playstation, Dreamcast, Gameboy Advance
Street Fighter III: 3rd Strike (1999)	**Street Fighter III: 3rd Strike**	Dreamcast (2000), Play Station 2 (2004)	Dreamcast, Play Station 2 (SFAC)



All Character Profile Introduction

Note: The information in this chapter uses the North American Street Fighter naming conventions. Each profile also denotes the original Japanese name for the same character where appropriate.

He's here to find the strongest fighters in the world.

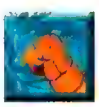
RYU

Ryu is a genuine street fighter who seeks the truth beyond mere martial arts maneuvers. Each year Ryu returns to his childhood training ground to visit the grave of his former teacher, Master Gouken. He strives to learn many different types of martial arts and build them into his own style, thus avoiding being stuck with only one fighting technique. Moves incorporating karate, Taekwon-do and various grappling style martial arts have all become Ryu's signature style. While training under Master Gouken, Ryu came to understand chi combat energy, a hidden power within the body. This gave him mastery of the Hadoken, Shoryuken and Tatsumaki Senpukyaku maneuvers. After the death of Master Gouken, Ryu strengthened his body, mind and spirit to create an even more powerful Hadoken technique.

His sense of physical combat differs slightly from Ken's. The secret of Ryu's strength comes from his honest training and unclouded understanding of martial arts.

STORY

PROFILE



It starts with the Hadoken, it ends with the Hadoken.

Three signature attacks define Ryu: Hadoken, Shoryuken and Tatsumaki Senpukyaku. Hadoken is the most famous and effective of the three.

Combining Hadoken and Shoryuken are a powerful way to synchronize special moves. Shoryuken is irreplaceable when it comes to air defense. If Hadoken is used for offence, Shoryuken is best used as a defensive maneuver. Combined with the Tatsumaki Senpukyaku, these three moves balance to give Ryu incredible strength in combat.

Originally, Ryu and Ken's moves were identical. As the series evolved, Ryu's Hadoken improved drastically. The pause between Hadokens shortened allowing quick combos without hesitation.

Super Street Fighter II: Turbo was the first to introduce Shinku Hadoken, a powered up Hadoken attack. Street Fighter III added the Denjin Hadoken as an effective stunning attack.

Ryu's moves have pretty much never changed and preserve his strongest characteristics throughout the Street Fighter series. When enemies are at mid range, his Hadoken is the most effective weapon. When an enemy is close, he can use his reaching kick to knock his foe down and another Hadoken to finish them off. This pattern is Ryu's stronghold.

In any Street Fighter game, the Hadoken is one of the most useful techniques and many players consider it the most straightforward special move available in any fighting style.

His invincible fist soars skyward!
The power of the Dragon Punch strikes hard!!

Ken was born in the USA and is a proud member of the Masters family. He trained in the martial arts along side Ryu under Master Gouken. Ryu is Ken's best friend and greatest rival. Ken has entered all kinds of martial arts tournaments and won many titles from his tours around the world. He has long blond hair and a bright red uniform, which he uses to intimidate his foes in the ring. Unlike Ryu, who only lives for the fight, Ken has a close relationship with his wife Eliza. Although his core fighting techniques are similar to Ryu's, their current training methods and overall personalities create subtle differences between them. While Ryu specializes in using his Fireball-based attacks, Ken has mastered the Dragon Punch to deadly effect. His improved Dragon Punch techniques mixed with the other many attacks at his disposal make him a very capable opponent.

STORY

[illegible]

PROFILE

[illegible]

Ken would not be Ken without the power of the Dragon Punch.

Although he possesses the exact same special moves as Ryu, Ken's fighting style is quite different. His flaming Dragon Punch attack is the ultimate weapon for bringing down his worthy opponents. His Dragon Punch technique has steadily increased in power and he's now able to perform it very quickly. Although Ken's Fireball technique is slower than Ryu's, he can easily chain it together with the Dragon Punch to devastating effect. Ken's Hurricane Kick hits differently as well, leaving him vulnerable after he lands. A well placed Dragon Punch executed immediately afterwards is a necessity. Although it's risky, he can also stun his opponents with a few well-placed combos.

In Super Street Fighter II: Turbo, Ken learned a variety of new kicks including a medium hook kick, which emphasized his strong leg attacks. Since then, his kicking strikes have become even more effective and in Street Fighter III he added the Shippu Jinraikyaku to his arsenal.

In the end, Ken's approach has stayed the same. By using his reaching kick attacks he can intimidate his foe, strike them and then follow up with a deadly Dragon Punch. It might be a bit unorthodox but it's a very effective pattern for taking down enemies. His moves are built on power and strength, making him a very offense-oriented character. When using Ken, always be ready to execute his impressive Dragon Punch.

CHUN-LI

A Police Woman and True Beauty.

Chun-Li is a member of the ICPO (national police) Special Investigation Team. At the age of 18, she decided to become a police officer to assist in the investigation to find her kidnapped father. A kind soul through and through, she still sheds tears whenever she thinks about her missing father. Over the years she has learned many Chinese martial arts and other elaborate fighting styles. By understanding her own inner self, adapting her father's Chinese martial arts and learning many other Kenpo styles, Chun-Li has built up a powerful array of kicking strikes. She takes pride in her incredible acrobatic balance and uses it to perform various "hit and run" type attacks. Over the years Chun-Li has also developed several Chi-energy attack forms to add to her already impressive abilities

STORY

Chun-Li became a detective as a way to try and find her missing father. Shortly after her career began she discovered that her father was investigating a huge crime syndicate known as Shadaloo. Even though she knew that her own life would be in great risk she began researching the organization and still works towards destroying their illegal drug and weapon supplies around the world.

PROFILE

Chun-Li's fighting methods consist of quick strikes, confusing her opponent with swift movements and performing throw moves when she can find an opening. Her attacks dominate in the air using the advantage of her powerful air throws.

After Street Fighter II: Turbo, Chun-Li's familiar techniques were weakened. She gained the Kikoken maneuver to compensate for this. Her "hit and run" attacks were still useful, but it left her open to the possibility of being cornered quite easily. These flaws were counteracted in Super Street Fighter II: Turbo with new Super Combos and special attacks that increased her offensive capabilities. Her Super Combos gave her practical invulnerability when utilized, making her a devastating opponent.

In the Street Fighter Alpha series, her potential continued to grow with new maneuvers such as the scissor kicking Sen'en Shuu which she could use to leap over projectile attacks. Her taunt maneuver caused jab-equivalent damage, allowing her to send an enemy into defeat with the ultimate embarrassment.

In Street Fighter III: 3rd Strike Chun-Li has become a veteran fighter and capable combatant. Although her strength has weakened from her first appearance in Street Fighter II, her speed has stayed a constant advantage.

His Hundred Hand Slap pummels his enemies! The Super Headbutt rockets through the air!

E. Honda's large-and-in-charge attitude makes him a popular powerhouse in the street fighting circuit. Despite the fact that he's already a world-class fighter, Honda still trains every day. Yelling through a microphone hooked up to huge speakers that annoy his neighbors, he brags about his grueling training schedule and fighting prowess. He's a braggart, but there is a softer side to him that enjoys nabeyaki udon meals and relaxing baths.
Honda's fighting style includes defensive moves based around his strong palm strikes and mighty throws. The tremendous blows that come from his enormous hands can break through opponent's defenses with ease. Using his patented Hundred Hand Slap and Super Head Butt maneuvers, Honda can strike far more quickly than his enemies usually expect. His fortitude is as legendary as his ego.

STORY

PROFILE

Watch your opponent carefully and play defensively.

E. Honda's attacks may be less flashy, his cancel-move combos may be slower and he can have difficulty cornering his opponents, but his damage-dealing abilities are still quite impressive when used wisely. His most effective strategy involves watching his opponent carefully and countering their attacks with his unique special moves. Counter attacking at close range is when Honda is at his most deadly.

Honda's slower speed and low jump can make it hard for him to move in close on an opponent. Without a projectile attack, he's quite vulnerable to distance-oriented fighters like Guile or Ryu. Although his moves can crush nearby enemies, his limitations make him a hard character to master.
It wasn't until Street Fighter II: Turbo that Honda's strengths emerged. His Super Headbutt move had a slight invulnerability at the start of its execution, making it harder to stop. His Ohicho Throw also carried momentary invincibility and could be used in mid-air, making it a very deadly option. His Hundred Hand Slap has steadily improved since Street Fighter II: Champion Edition, including the ability to move forward while using it thus increasing his mobility substantially. In Super Street Fighter II: Turbo he gained the Orochi Crush, giving him more offensive options.

The wild-child, electric human.

As far as anyone knows, his birth name is actually Jimmy. An inhabitant of the jungle, the man-creature known as Blanka grew up in isolation from other human beings and hadn't learned any language beyond that of animalistic grunts and roars. The first time Brazilian natives spotted him, his pale skin and strange movements earned him the nickname 'Blanka' (which means 'white' in Spanish). Blanka has spent most his life deep within the Brazilian jungles. His hair is long and his skin has evolved to a strange green color. Although he acts more animal than man, the half-torn jeans and anklets given to him on his birthday convey some semblance of humanity still inside him.
Trained to survive in the harsh Amazon jungle, Blanka is capable of long, powerful punches and incredibly quick, fluid motions of his body. He can roll into a ball while in mid-air and spin towards his opponents for a gravity-defying attack. Stranger still, time spent swimming amongst deadly eels has turned his body into a powerful electricity-charged conductor which can burst forth with light and power. His wild nature gives him an unmistakable fighting style and ferocity.

STORY

PROFILE:

Rolling is the key!

Many players see Blanka as a fast character with quick, jumping strikes and a speedy roll attack. He's quick in mid-air but his ground attacks are as slow as Zangief's. Keeping him airborne with jumping attacks, rolling or using his crouching fierce punches are important to his speed. Keeping his foes guessing with deceptive movements and rolls have always been keys to his success. His moves have barely changed throughout the series.
Blanka's signature move is his Rolling Attack. In Street Fighter II it was impressive but when foes countered it the damage he took was tremendous. After Street Fighter II, Blanka received more rolling attacks and new ways to spin and surprise his enemies from a variety of angles.
Easily the most bizarre attack in Blanka's arsenal is his Tropical Hazard Super Combo from Street Fighter Alpha 3. By shaking the trees, throwing fruit from off screen and diving into the enemy, he could deal out a great deal of damage. The comical attack even included watermelons that struck the ground to deal extra splash damage. Death by watermelons may seem funny but Blanka's foes generally aren't laughing once he's finished with them.

GUILE

He pursues the many agents of Shadaloo and fights to avenge his best friend.

A Major in the US Air Force, Guile still searches for the truth about his missing best friend and fellow military serviceman, Charlie. Before Charlie went missing, the two of them were both rivals and close comrades.

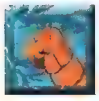
Guile's intense sense of justice and harsh looks may leave many assuming he's emotionless, yet he carries a great deal of feeling deep down. Also surprising to many is that Guile has a wife named Jane and a daughter named Amy. Through a weird coincidence Jane is Eliza's sister. Eliza is Ken's wife. Amy is close friends with Datta, Dhalsim's son.

Guile's unique fighting style requires precise judgment and perception of his enemy's movements. By blending martial arts moves with wrestling he's found a strong array of offensive and defensive maneuvers, including the Sonic Boom and Somersault Kick attack forms.

STORY

Note: In Japan, Guile's wife is named Julia.

PROFILE



Cut through enemies with Sonic Booms and Somersault Kicks!

Guile's key moves are his powerful Sonic Boom and Somersault Kick attacks. Unlike many of the other characters in the series, Guile's moves have actually been toned down since their original incarnations in Street Fighter II. Even still, his nearly invincible Somersault Kick is an irreplaceable defensive option that he relies on to crush airborne opponents. The Sonic Boom is his mainstay offensive maneuver. Since both moves require players to hold back on the joystick, it can become a very predictable pattern. His jab punches and kicks can be a quick option when he doesn't have enough time to charge up one of his special attacks.

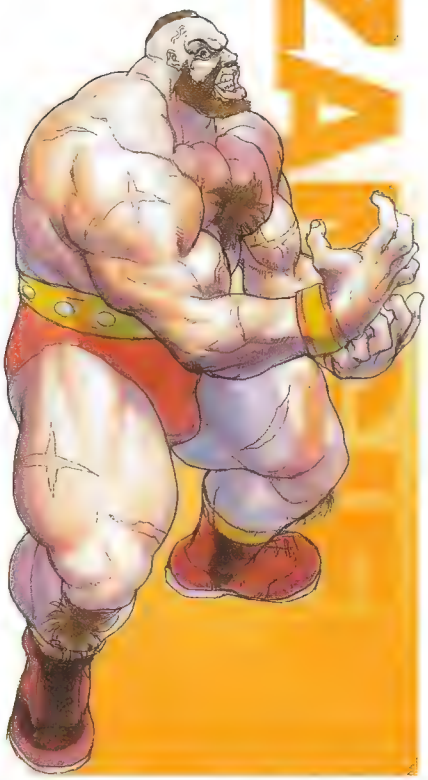
While his special attacks don't do as much damage as they used to, he has gained maneuvers like the Knee Bazooka which is an excellent tactic for closing the distance between himself and his enemy. His Double Somersault Super Combo is very effective on a close enemy but has a slow recovery time, so it should be used sparingly.

The most common strategy for using Guile is to wait for an opponent to head towards him while throwing Sonic Booms and keeping his Somersault Kick lying in wait to take down airborne attacks. Many players call this technique the "cheap-Guile" combo and it's a deadly way to use his special attacks in rapid succession.

The Red Cyclone.
He's a super strength power wrestler.

Zangief is a nearly invincible wrestler who comes from the former Soviet Union. He was given the nickname 'The Red Cyclone' because of his red outfit and destructive Screw Pile Driver maneuver. For many years Zangief was the top-rated champion of the underground wrestling circuit in Russia. He was eventually banned from the circuit and many whispered that it was because he was considered too strong to give the other fighters any hope of victory. Unbelievably large, Zangief has a constant intensity and macho aura about him.

Zangief looks to legitimize his wrestling abilities by crushing his opponents with sheer power. Although his gigantic size hampers his maneuverability, he can perform devastating one-hit attacks and powerful throws that specialize in doing maximum damage. Since all of his attacks involve up close grapples and strikes, Zangief is at a distinct weakness against projectile attacks.



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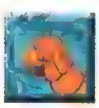


Grapple foes into whirlwind moves, be the Red Cyclone!

Pulling off the Screw Pile Driver is the ultimate goal for Zangief. Maneuvering his foes into its grip shapes his fighting style. The biggest hurdle Zangief players overcome is how to close and perform his devastating throws.

In Street Fighter II there were a variety of ways for Zangief to consistently grab enemies and perform the Screw Pile Driver. Once he got close, there was almost nothing a foe could do to stop him. After Champion Edition, his range for grabbing decreased but his Double Lariat increased his airborne counter attacks. In later versions a missed Screw Pile Driver left him open to other attacks but a new headbutt also gave him more ways to stun his enemies. Zangief has grown slightly weaker in power throughout the series while gaining more variety in his attack techniques.

Zangief uses his Final Atomic Buster Super Combo as his newest, and deadliest, signature move. This move can devastate an opponent's health bar by almost half. The Atomic Buster requires two complete rotations of the joystick to pull it off and only the most elite Zangief players are capable of performing it at will.

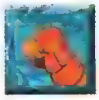
He's open to his mystical inner self. India's Yoga master controls his body at will.

Dhalsim is a monk from India who possesses mysterious mystical yoga powers. His joints and limbs can stretch and distort beyond normal human limits in ways that seem impossible to the human eye. Although he wears a gruesome necklace adorned with human skulls, Dhalsim is actually a peace-loving family man with a wife named Sally and son named Datta. Although he is generally a pacifist, he's grown accustomed to fighting in order to save his village from the grip of poverty.

Dhalsim's contorting limbs and mystical yoga-based powers are the product of many years of intense training and meditation. With this unique ability, he can stretch his arms and legs in order to strike at opponents from a great distance. Although his hand and foot attacks don't deal very much damage, he's capable of powerful fire-breathing attacks which he gained by drawing strength from the Indian God of Fire, Agni. Dhalsim never forgets the importance of prayer even when he goes forth to do battle against his enemies.

STORY

PROFILE



The range of his arms and legs is fearsome!

Dhalsim's primary strategies involve striking opponents long range and not allowing them to close effectively. Dhalsim is a dangerous opponent when using his standard strikes at a distance with his Yoga Fire as a powerful projectile attack. His range makes him weak up close however and finding effective ways to strike a foe that's closed with him can be difficult. Dhalsim's leaps are quite slow leaving him open to attack when he lands. To avoid this, players should use his spinning kicks and head butts to move out of range. In the air or up close, Dhalsim's weak defenses can easily be overwhelmed so it's extra important to learn how to keep enemies at a distance.

The Yoga Fire technique in Street Fighter II gave him a powerful way to knock his enemies back. Over time he's added an effective teleport to his moves giving him even more maneuverability and allowing him to evade attacks and control the playing field with ease. Balancing out his strengths, Dhalsim's Super Combos are all slow and easy to avoid. He's not an easy character to learn compared to many of the faster characters, but an experienced player can be very effective at dealing out damage from all sides and angles.

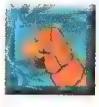
Fighting is his life. Shadaloo's power brawler.

One of the main enforcers for Shadaloo, Balrog is a boxer with incredible punching power. Realizing that he didn't have the pure boxing skill to become champion, Balrog began to permanently injure his opponents in the ring and was banned from the pro-boxing circuit soon after. After his disgrace he became a bouncer working at various bars and casinos until Bison offered him a lucrative position as part of Shadaloo. Although Balrog works with Bison for now, the malicious boxer intends to betray Bison when he sees an opening and supplant himself as the new leader of Shadaloo.

Aside from his below-the-belt style and the occasional headbutt, Balrog's fighting technique is built around pure boxing. Although he looks bulky and slow, he can burst forward with incredible speed when required. Using all of his weight and momentum his Dash Straight Punch has amazing reach and power. When he puts his mind to it, Balrog can truly be described as a Knock-Out King.

STORY

PROFILE



Dive in using special attacks without hesitation!

Balrog has many damaging special attacks like his Dash Straight, Dash Uppercut and Turn Punch. Using long reaching high and low punches he can keep his foes almost always in range of his fierce attacks. His best moves involve a barrage of hits using sheer power to overwhelm his enemies.

Up until Street Fighter II: Turbo, Balrog's lack of projectile attacks made him a virtual punching bags for more versatile characters. A moment of invulnerability added to his Turn Punch in Turbo gave him the ability to avoid projectiles and foot sweeps if timed properly, making him far more effective than he'd previously been. In addition his Dash Uppercut was quickened, allowing him to execute it far more effortlessly to deadly effect. Even with these enhancements, Balrog still suffered from a weakness to aerial attacks, especially Chun-Li and Zangief's high-striking horizontal kicks. After Super Street Fighter II he gained the Crazy Buffalo attack, which gave him a more effective counter to airborne strikes. Balrog's attacks are brutal and damaging. His Gigaton Blow is strong enough to punch through projectile attacks, giving him a deadly surprise against projectile-based opponents.

He magnificently dances through the sky.

Vega is an ego-driven fighter from Spain trained in the art of Ninjitsu. He's a perfectionist who prides himself on his immaculate appearance and only respects those of power and beauty. When Vega was young his mother was slain by his father and it scarred him beyond repair. He learned that weakness would always lead to tragedy and set about making himself unbeatable. Now he wears a mask to hide his true identity, wields a sharp set of claws in one hand and sports a coiled snake tattoo around his arm like a symbolic armor to hide his fear.
Vega is a cunning fighter who specializes in elaborate aerial maneuvers and acrobatics to unnerve his opponent's concentration. Having trained in Ninjitsu since childhood he's merged it with other speed-oriented fighting techniques to create a beauty, power and perfection that is all his own.

Repetitive strikes make up for weak attack power.

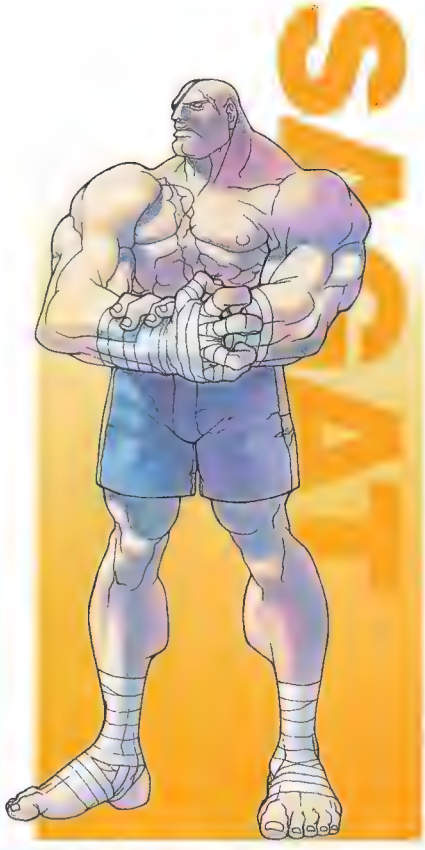
Swift movements and incredible reach are Vega's weapons. His fighting style is defined by striking opponents with single long range hits and looking for openings for his throws and special attacks. His medium sliding kick and fierce punch give him ranged advantage against most foes.

Vega's Flying Barcelona Attack and Izuna Drop are probably his most famous maneuvers. The Izuna Drop is ideal for attacking from behind. Chaining special attacks with the Rolling Crystal Flash deals out impressive damage and is hard to counter against.
Although he attacks quickly, Vega was originally weak against aerial attacks. He found it hard to recover if enemies dominated him in the air. This was finally addressed in Street Fighter Alpha 2 with his Super Combo. When this isn't possible, it's best for Vega to avoid air-to-air combat and to strike from the ground, looking for opportunities to use his throws instead.
After taking enough damage Vega can lose his claw, substantially reducing the range of his punch attacks. After Super Street Fighter II: Turbo he was able to retrieve the fallen claw whereas he was left for the rest of the match without it in earlier incarnations.

The one-eyed Master of Muay Thai.

Originally the undisputed "God of Muay Thai" and champion of the Street Fighter tournament, Sagat lost his title to a previously unknown fighter named Ryu. After Ryu scarred his chest with his incredible Shoryuken and left him defeated, Sagat fled in disgrace and forced himself into isolation so that he could retrain his fighting skills. The gigantic kick boxer used this time to reflect upon the first time he was scarred, losing his right eye near the beginning of his career to a martial artist named Gou Hibiki, the father of Dan.

Through intense training while in isolation Sagat carefully rebuilt his fighting style, adding several powerful moves to his arsenal of attacks. Amongst these signature moves is the Shoryuken-styled Tiger Uppercut and the Tiger Shot projectile blast created from the rage of his burning fists.



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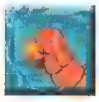


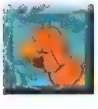
Special attacks with reach are the true power of Sagat!

The Tiger Uppercut and Tiger Shot attacks make Sagat a deadly fighter. Though he is slow due to his immense size and weight his damaging abilities are immense and he has incredible reach with many of his regular and special attacks. He has more weaknesses at close range but at mid to long range he's extremely powerful. By controlling the height of his Tiger Shot blasts he can manipulate his foes into jumping or deflecting constantly until he's ready to unleash the power of his Tiger Uppercut. Although the Tiger Uppercut deals immense damage, it carries less invulnerability than the Dragon Punch and also leaves Sagat open to counter attacks if he misses. His regular attacks deal out a great deal of damage, but are hard to combo effectively.

Most of Sagat's maneuvers have stayed the same throughout the many titles he's appeared in. In Street Fighter Alpha he gained a crouching kick that was very effective for breaking his opponent's block. This kick was changed back to its original state in Alpha 2. His most powerful Super Combo is the Tiger Genocide, a move with amazing range and temporary invulnerability that decimates those who fail to block against it.

The master of Psycho Power.
The Ruler of Shadaloo and evil incarnate.

In his younger days Bison was a martial artist who murdered his master when he felt that his training regiment was too harsh. This dark deed was only the beginning of his evil desires that would only be satisfied by controlling the entire world. Building an empire founded on illegal drug trafficking, Bison's Shadaloo organization wove a web of evil that included murdering Chun-Li's father, murdering T. Hawk's father and kidnapping women like Cammy to be brainwashed into elite soldiers.
Bison himself is a terrifying fighter with incredible strength and deadly Psycho Power techniques. His skill and speed are far beyond normal human limits. As if that weren't terrifying enough, the force of his ultimate combat strike, the nightmarishly powerful Psycho Crusher, further augments his fighting prowess.



Pounding offense, the way of Psycho Power!

Bison has incredible maneuverability and strong jumps, favoring mid-distance battles that utilize his amazing array of kicks. Sometimes his jumps can actually be too effective, causing him to leap over opponents which can make it difficult for him to stay at the ideal distance for his moves.

Although his moves and ranges have varied throughout the Street Fighter series, Bison has always been weak defensively, relying instead on total offense to secure his victories. Other than his impressive Super Combos, his air attacks are weaker than most. Without any attacks that provide invincibility, Bison has trouble breaking free once he's been put on the defensive in a match. His ideal strategy is to use powerful kicks to create sufficient distance, then crush his opponents with well-timed special attacks or a sneaky throw. All of his special attacks are quite damaging especially his signature move, the infamous Psycho Crusher.
Since the release of Street Fighter Alpha, Bison's Psycho Crusher has become a Super Combo. This made the move less prevalent, but even more powerful. His attacks rely on dealing damage out all at once rather than using finesse or multiple smaller strikes.

The Fist of Destiny who wields the Dark Hadou.

Earning the nickname 'Fist of Destiny' this demonic martial artist controls Dark Hadou energy. The man known as Akuma was once a normal martial artist and the brother of Gouken, Ken and Ryu's instructor. Gouken and Akuma studied under a man named Master Goutetsu. Over time Akuma became obsessed with pursuing forbidden energies in search of invulnerability. Once he found a way to harness the powers of the Dark Hadou, he embarked on a wave of carnage that began with the killing of his own master. A red aura of pure evil emanates from Akuma's body, striking permanent fear into almost every opponent foolish enough to try facing him.
Since they all trained in the same school of martial arts, Akuma's fighting style resembles Ken's and Ryu's. However, the evil of the Dark Hadou further augments these moves to make them more damaging. In addition, Akuma has perfected several unique maneuvers, including his trademark, the dreaded and destructive Raging Demon.

STORY

Akuma's godlike speed and ranged attacks create a powerful offense.

Introduced as a secret character in Super Street Fighter II Turbo, Akuma's basic moves are very similar to Ryu and Ken's. His combos and damage capabilities are what set him apart. His many damaging combos have more range than Ryu's and are relatively easy to master. With his easily repeated attacks and effortless Super Combos, Akuma is a powerful character. His moves favor air attacks as well as ground assaults. His weaknesses are his poor defense and lack of stunning maneuvers. Akuma works well when played offensively or when he uses super moves that counter his opponent's strikes.
Many of Akuma's fighting strategies are similar to Ryu's, with subtle differences in his basic moves and Super Combos that require practice to incorporate well into combos.
His infamous and deadly signature move, the Raging Demon, can be avoided by jumping over it before Akuma can grab hold. Forcing a foe to block another special attack and then quickly performing the Raging Demon ensures that enemies are caught unaware and defenseless against its incredibly damaging power. Akuma's Tatsumaki Zankukyaku is ideal as a lead-in to a Raging Demon attack.
Akuma is not well suited to patient players or those who look for strong defense in a character. Offensive assaults come naturally to Akuma and to secure victory he should use them at every opportunity.

A man of two lives: musician and martial artist.

Dee Jay is a young kickboxer and music superstar who hails from Jamaica. This well-built, dark skinned young man with a sarcastic sense of humor grew up under the pulsing heat of the sun. Dee Jay is known as a capable martial artist and popular musician. He has several fighting championship titles and his albums have sold in the millions. He possesses a bright, energetic personality and enjoys dancing as well as playing the maracas.

His sharp punches and long flowing kicks move with the beat of his music, utilizing an internal rhythm to create his signature move, the Machine Gun Uppercut, which he uses to stun his opponents. His Double Rolling Sobat advances with each step and has an incredible reach, making it ideal for hitting opponents from far away.

Dee Jay's balanced techniques can bring any opponent down.

The rhythmic attacks Dee Jay uses, especially his Double Rolling Sobat strike, are almost all effective and damaging to opponents. He specializes in repetitive attacks that are hard to counter, even when blocked against. Dee Jay's Air Slasher is also quite good at taking down airborne opponents. This mixture of ranged and close-up attacks makes him a powerful and balanced character.

Keeping a foe at medium range is ideal and allows Dee Jay easy access for hitting with his fierce kick. Staying back and pelting his enemy with Air Slashers, while counter attacking with his strong range of kicks is another sound strategy. Keeping the pressure on an opponent with Air Slashers and a weak Double Rolling Sobat is ideal.

To create an effective loop of attacks, Dee Jay can dive in with jabs repeatedly as he heads towards his opponent. If the enemy is too close, it's better to use his Jack Knife Maximum special attack. Dee Jay is a powerful offensive fighter and also good at coauntering. His well-rounded abilities make him quite useful.

FEI LONG

His flurry of fists and kicks of flame show the true power of Kung Fu!!

Fei Long is a Hong Kong native with a natural ability for the martial arts. Trained in Kung Fu since he was six years old, Fei Long used his tremendous fighting skills to break into the film industry and became a popular action movie star. He later left the movie industry to pioneer a new Kung Fu style known as the 'Flight of Heaven'. This style boasts over 3,000 practitioners and has many schools around the globe training new students.

With his swift, graceful movements Fei Long can take advantage of momentary openings his opponents leave. After striking with many of his powerful blows, Fei Long lets out a piercing shout that increases his power and confidence

STORY

Strike hard and fast when the enemy leaves an opening!

Fei Long possesses quick attacks and useful combo making maneuvers. His Rekkaken can strike up to three times in a row in rapid succession, making it a great move to finish off a combo. It also works well as a feint, by only striking once or twice with it, thereby misleading an opponent into waiting for the third hit. A blocked Rekkaken move can leave Fei Long open to counter attack, so it's best to mix up the number of hits dealt with it.

Fei Long's Shienkyaku special attacks vertically, but it's important to use it as close to a foe as possible to maximize damage. His fast kicks and all around quick movements make Fei Long ideal for rapid combos and dodging an opponent's strikes.

On the other hand, Fei Long does not deal out a great deal of damage and when he misses with a special attack he leaves himself very vulnerable. Without any projectile attacks, he's also quite susceptible to long range attacks. Because of this, Fei Long's moves work best at close to mid range.

CAMMY

She's a secret military spy tracking down the truth behind Shadaloo.

Cammy was once known as 'Killer Bee' and was a member of Shadaloo's elite unit of 'Doll' assassins. After receiving orders to infiltrate a military base in England, she lost her memories and was left without purpose. After being brought in by an English military unit she joined the Delta Red crew of super soldiers in their mission to bring Bison, and the other members of Shadaloo, to justice.
Cammy's fighting style consists of quick steps, while always looking for an opening to use her most powerful attacks. Her graceful movements and smooth acrobatics give her incredible maneuverability for taking down her enemies. The enhancements she gained from Shadaloo's experimentation have given her rapid reflexes and increased strength. Her deceptively small body possesses incredible fighting abilities.

STORY

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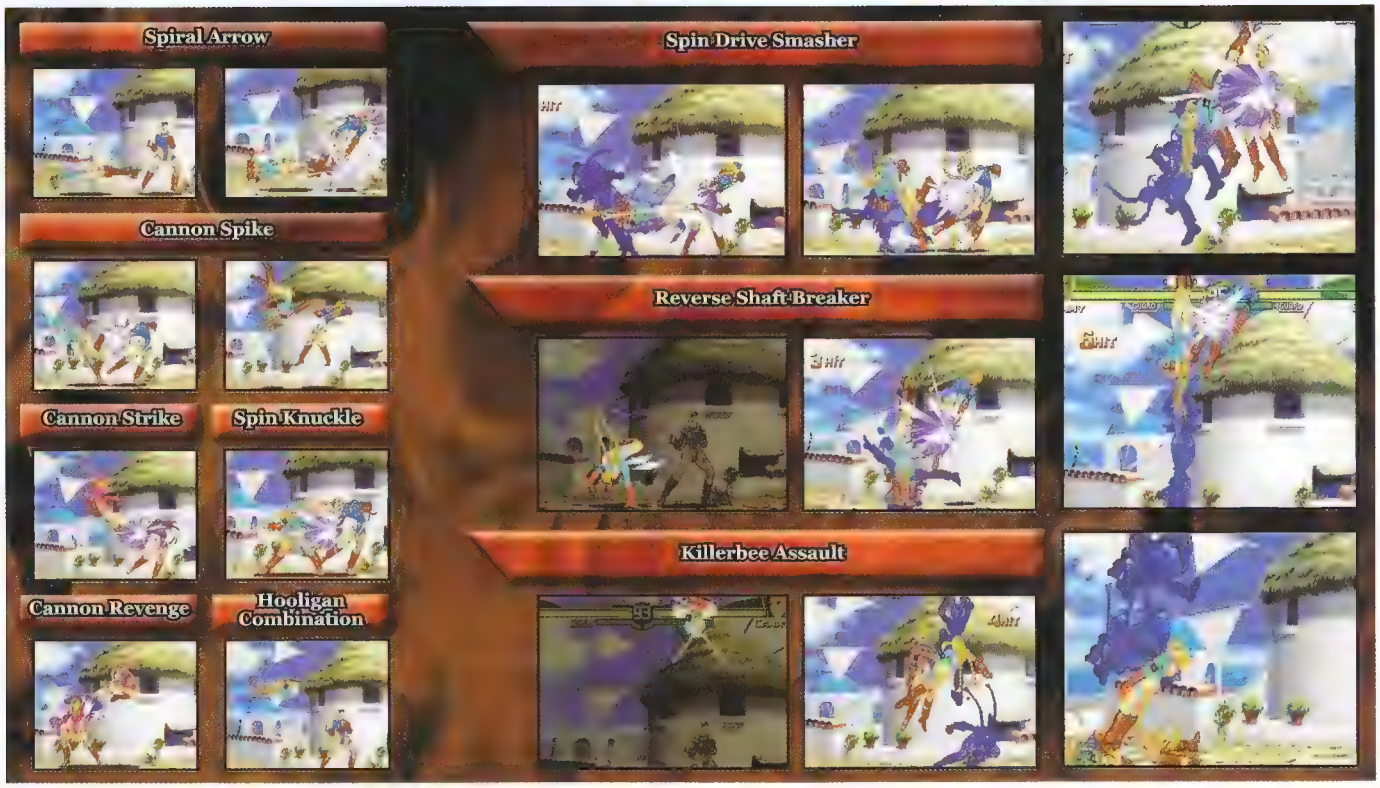
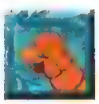




Float like a butterfly, sting like a bee!

Cammy possesses high speedand air attack superiority, but lacks in the pure damage-dealing department. With no projectile attacks, she tends to rely on dashing rapid combos and constant movement to take advantage of her opponents. She has many moves she can use to knock down her enemies, especially her signature move the Cannon Spike. The Spike has limited invulnerability, works well against air attacks and can be added to a combo with deadly effect.
Cammy's Spiral Arrow is a great surprise move against a mid distance opponent. Switching between the Cannon Spike and Spiral Arrow can keep an enemy guessing whether she'll attack high or low. Her Spin Knuckle can be an effective way to get around projectile attacks and maintain that crucial space her moves work best with. Keep the enemy at mid distance, then keep them guessing with her various special attacks and jabs.

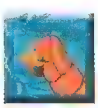
T. HAWK

A proud warrior.
The protector of his sacred land.

Thunder Hawk was one the few survivors when soldiers of Shadaloo decimated the Thunder Foot Native American tribe three decades ago. The strongest member of his tribe, T. Hawk is a massive man and comparable in size to Sagat or Zangief. Although huge and intimidating, deep down he has a gentle soul. He cares for animals and has a strong sense of justice.
In battle, T. Hawk uses his powerful physique and crushing blows to overpower his enemies. His Condor Dive showcases more dexterity than many would expect from the giant warrior. In comparison, his destructive Mexican Typhoon move utilizes incredible strength as he swings his foe by the head and smashes them into the ground.

STORY

PROFILE



A combination of powerful throws and mighty blows.

T. Hawk has many similarities to Zangief as both are based heavily on their crushing throw techniques. Unlike Zangief, T. Hawk covers very different parts of the field with more dexterous moves like his Condor Dive and Tomahawk Buster. He doesn't have a lot of reach, but has a host of counter-attacking strikes, especially his crouching hard kick, which is quite useful for stunning or knocking over unsuspecting foes.
Using his powerful kicks and special moves to counterattack can give him the chance to move close and use one of his crushing throws.
If his regular strikes prove ineffective against an opponent, forcing them to block with various strikes and then unleashing the dreaded Mexican Typhoon can be deadly. Although T. Hawk has no projectile attacks of his own, his Condor Dive makes it easy to avoid and counter attack projectile throwers at mid range.
Despite his huge size, he's quicker than he appears and can use that to his advantage against unsuspecting enemies.

CHARLIE

The calm soldier.
He defeats foes with split second decisions.

Charles Nash served at the same US Airbase as his best friend Guile. Charlie's an honest man with a cool, calm demeanor. Ranked in the top percentile for military knowledge and experience at his time of service, Charlie was an inspiration to the other soldiers around him. Both intelligent and physically capable, he studied biology and martial arts extensively before joining the military. While his glasses might lead some to assume he's an academic with vision problems, Charlie has perfect 20/20 vision and actually wears them purely for their style.

His military-themed martial arts include close range strikes and various wrestling maneuvers. While his moves are nearly identical to Guile's, there are some subtle differences. His attacks favor repeated use of his Somersault Shell attack. He loses out in pure damage dealing capability favoring quicker counter attacking power instead.

STORY

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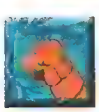


Take the enemy down with the power of the Sonic Boom.

Charlie favors a long range battle and uses his Sonic Boom projectile attack as a way to pelt incoming enemies. If they attempt to jump over it, he can counter with a well-timed Somersault Shell to keep them pushed back. Mastering this pattern is the key to maximizing Charlie's effectiveness. Using his crouching middle kick and Sonic Boom, Charlie can keep his foe pinned, making it difficult to effectively close with him. It's also possible to link his Sonic Boom to punch or kick combos, then follow up with a well-placed Super Combo.

When opponents attempt to strike from the air, the crouching fierce punch or Somersault Shell are Charlie's most effective counter moves. The Somersault Shell may not be invulnerable against air attacks but it's a powerful tool in the hands of an experienced player. Feinting or switching up the speed of the Sonic Boom are ideal ways to trick an opponent into jumping or otherwise leaving an opening that he can take advantage of. Using a predictable pattern with Charlie is the quickest way for a foe to defeat him.

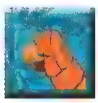
The agile Bushin Warrior.
He travels the world in search of victory.

Guy was the 39th generation in a long line of Bushin martial artists. Studying under his Master Zeku, they revived the secrets of the Bushi-Ryu Ninjitsu arts. Years ago, Guy fought side by side with Mayor Haggar and Cody to stop the Mad Gear gang from terrorizing Metro City.

Guy's unique application of Bushin martial arts utilizes speed and rapid attacks to wear down opponents until he can find an opening for his deadliest maneuvers. Guy labels some of his special attacks with the preface Bushin, even though his master felt it might make the young fighter too egotistical and assume that he'd mastered the deepest secrets of the Bushin martial arts.

STORY

PROFILE



Attack foes with agility!

Bushin martial artists are trained to face multiple opponents and with that in mind Guy is built around impressive agility. He may look like an average martial artist, but his moves are actually quite devious in their application. With his impressive speed however comes weaker damage output and hard to master combos.

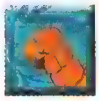
Even without a projectile attack, Guy works best with mid to long range attacks. Using his Hayagake move is an ideal way to close the gap for a rapid assault then quickly escape. His various running strikes throw most opponents off balance and keep them guessing which direction he will attack from next.

Guy's Super Combos consist of the air attacking Bushin Hassoken, ground striking Bushin Goraikyaku and throw attack Bushin Musourenka. His most effective combo is the Bushin Hassoken, especially when combined with a crouching punch, airborne punch or flying kick. In the hands of a trained player, Guy can be a whirlwind of unexpected attacks.

The burly bodyguard who would take control of Shadaloo.

Growing up on the streets, Birdie was a pro-wrestler thrown out of the league for his violent temper and rule breaking ways. Drifting around as a bouncer for several years, he was offered a position as a member of a ruthless drug ring called Shadaloo. Seeing an opportunity, he accepted and started immediately planning to overthrow whoever he found leading the organization.

A true fighter of the streets, Birdie's fighting style is an unrefined, sloppy combination of barroom brawling mixed with crushing wrestling maneuvers. He relies on hitting his opponent hard and fast before they have a chance to evaluate the weaknesses in his technique. With more strength than most of the fighters he faces, his overpowering fists and rock solid head butts are usually enough to ensure his victory.



Win with smart use of throws.

Birdie possesses damaging regular strikes and special destructive attacks. Contrary to his appearance, he moves quickly. The rapid dashing movements of his Bull Horn and Bull Head special attacks bolster his speed even further. Both of the Bull moves can be easily blocked, but used in rapid succession they can make it hard for an opponent to counter attack effectively. The Bull Horn has momentary invulnerability and can be used to slip past projectile attacks if timed correctly. While both attacks are damaging, their true purpose is to be used as a way to close with an opponent quickly where Birdie can do far more damage.

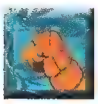
Birdie's throw moves are where his true power lies. If he's on the offensive, the Murderer Chain is an ideal throw. If he's defending against an assault, it's best to use his Bandit Chain throw. The Bandit Chain can even catch an enemy in mid-air, making it a strong surprise move to spring on a foe. If Birdie's able to effectively use his throws a match can quickly turn in his favor.

The unconventional Japanese-minded warrior.

Sodom is a former member of the dangerous Mad Gear gang. Wearing traditional samurai garb emblazoned with the words 'death' and 'heart' on his chest and wielding Japanese weapons, he's a man obsessed with the mindset of a Japanese warrior. He practices the martial arts seeking the true depths of the 'Wabi Sabi' mindset (a Japanese aesthetic which means 'unconventionally beautiful yet imperfect').
Sodom struggles with offensive and defensive techniques, trying to find harmony within himself and within the heart of his opponent. In the heat of battle he sometimes babbles near complete nonsense in Japanese. When victorious against a foe, he happily gives a little street performance for any audience who may be present.

STORY

PROFILE

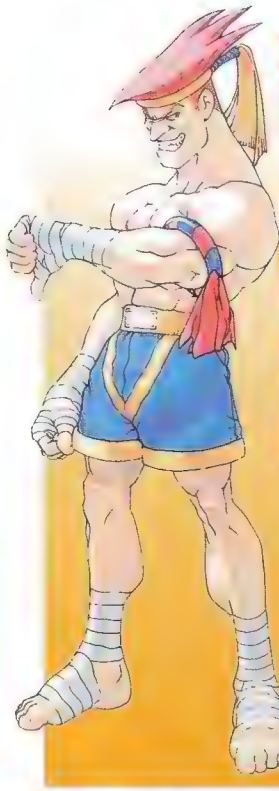


Finish with the Butsumetsu Buster.

Although it may appear that Sodom specializes in up close throw techniques with his Super Combo maneuvers, it's actually a bit deceiving. He has strong throws, but his moves work best at mid range. His Butsumetsu Buster in particular allows him to close the gap quickly and damage his opponent. Sodom is actually quite weak at close range and his Meido no Miyage is his only throwing move that works well up close with its momentary invulnerability.
At mid range, Sodom's middle kick, crouching fierce kick and Jigoku Scrape attacks are quite effective. The middle kick is also useful to lead into a Jigoku Scrape move, creating a combo that can be hard to counter. His crouching fierce kick can slide him under most projectile attacks if timed properly. Keeping a strong offense and mixing his moves up is Sodom's key to victory. When an opponent is on the defensive, switching to the Butsumetsu Buster every so often is a useful way of deceiving them that he's about to perform a Jigoku Scrape, throwing them off their guard.

ADON

The Muay Thai warrior who pushes the limits. He dreams of utterly humiliating Sagat.



Adon was a young Muay Thai champion who originally studied under the menacing Sagat. When Sagat was brutally defeated by a previously unknown fighter named Ryu in the original World Warrior tournament, Adon was devastated and grew extremely bitter.

Adon's fighting style grew from Sagat's own and is built upon heavy special attacks mixed with light footwork and the potential for repetitive strikes to batter his foes into defeat. The persistent speed of his acrobatic movements is punctuated with the deep determination to succeed at any cost.

Master of the counter attack.

With his amazing reach and air superiority, Adon's Rising Jaguar maneuver suits him perfectly. Although he favors long range battles, he doesn't have a projectile attack of his own, surprisingly relying on dashing attacks and acrobatic airborne kicks. He can combo his various kicks with the Jaguar Kick and whittle down an opponent's strength relatively quickly. When a foe attempts a counterattack, the Rising Jaguar can usually cut short their offense.

A well-timed Jaguar Kick can soar over projectile attacks or dodge close range oriented characters. Jaguar Tooth in turn is more useful at close range and does damage even if blocked.

Rather than trying to crush with big moves, Adon is most effective if used defensively, constantly countering his opponent's attempts and damaging them for their efforts.

The fortune teller with mysterious beauty and shimmering Soul Power.

Rose is a beautiful fortuneteller from Genova, Italy. She was a very popular psychic renowned for the accurate predictions she made from her shop known as the 'Mansion of Sacred Mystery'. It was rumored that she shared powers and training with the evil would-be dictator Bison.

Rose's strong spirit possesses amazing abilities that she brings forth as Soul Power. Clad in a slinky long dress, her mysterious powers and smooth movements seem to effortlessly defeat opponents foolish enough to face her. Using her long scarf for defense and as a conduit for her Soul Power attacks, it dances in such a way as to appear almost alive. Her fighting style centers around controlling the battlefield with flexible and deadly Soul Power attacks.

STORY

PROFILE

The intense attacks of Rose's Soul Illusion... Are you prepared?

Rose's maneuvers provide her with many options in battle. Her sliding attack can be used offensively, but it's even more useful as way of cornering her opponent. She can intimidate her foe with long-reaching kicks and jump at an enemy with medium kicks to keep them on their guard. Opponents who stay on the defensive find Rose's Soul Spark and Soul Spiral slowly whittle away at their health bar. A quick use of Soul Reflect makes her opponents think twice about firing projectiles at her. If she can trick them into heading towards her airborne, Rose's Aura Soul Throw can be quite damaging.

Rose has disadvantages in airborne fighting, though this is less of an issue when her power gauge is filled. In turn, players should fight hard at the start of a match in order to build up her power meter quickly.

In Street Fighter Alpha 2, Rose could combo her Soul Spiral with her Soul Illusion quite effectively to deal out an enormous amount of damage. Rose's taunt, which translates to "Are you prepared?", best describes her deceptive fighting style.

He wanders the globe spreading Saikyo style.

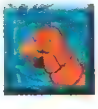
Dan Hibiki was a Hong Kong born Japanese boy who learned martial arts from Gouken, the same instructor as Ryu and Ken. His father was Gou Hibiki, the martial artist who plucked out Sagat's eye when the giant Muay Thai fighter was still young and inexperienced. With all these things going for him, Dan had all the tools to become a legendary fighter. However his over confidence and carelessness got him thrown out of Gouken's dojo before his training was complete, leaving him to develop his own unique fighting style that he dubbed 'Saikyo Style'.

After defeating Sagat to try and regain his honor, Dan opened a school he called the 'Saikyo Ultimate Style Dojo'. Since then, he's wandered the globe to recruit students interested in the Saikyo Style.

With his incomplete training, Dan's special attacks are quite strange and not as damaging as they should be even though they're based on the same powerful moves used by Ken and Ryu. His strongest attacks involve repeated small strikes against his enemy, using them as a way to boost his self-confidence. No one is quite sure why Dan is so fond of repetitive attacks, not even Dan himself.

STORY

PROFILE



Dan reveals his weaknesses.

Dan may describe himself as an invincible martial artist, but the fact that he's a joke was quite clear right from his debut in Street Fighter Alpha. But even thought he was built as a joke, it went a long way towards giving him a unique personality.

Dan's obsession with taunts is another running gag that has only grown with each appearance. A Taunt Super Art was even added to his arsenal in Street Fighter Alpha 2. Completing the Taunt Super Combo may have done no damage to his enemy and left him completely open to counter attack, but it was also the ultimate insult to his opponent.

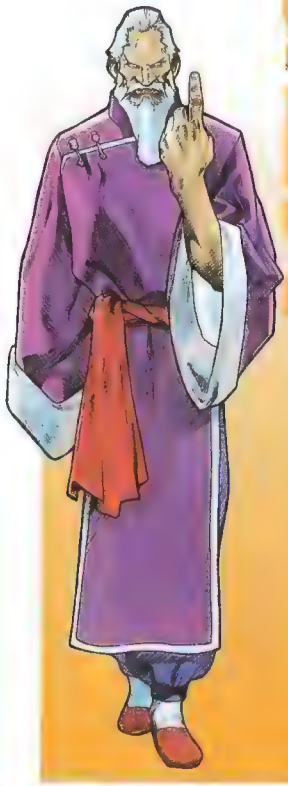
Dan may be considered the weakest character in the series but his regular attacks are actually relatively decent in comparison to the others. His special attacks are where he really falls short. At their best, his incomplete Fireball and Dragon Punch moves function like Ryu's and Ken's versions at their worst. His most useful move is the horizontal striking Dankukyaku, which can pummel an enemy if timed properly. In Alpha 3 Dan was able to perform Dankukyaku in mid-air, giving him more options for counter attacking.

Using Dan and winning involves careful play and getting in close enough to maximize the few combos he has at his disposal without letting him get crushed by his superior foes.

Needless to say, Dan's journey to become the ultimate fighter is a long one.

The elderly assassin in search of the fighter who will end his life.

Gen was a master martial artist and legendary assassin hailing from China. Whispers of his assassinations made their way through the Asian underworld and it was said that no target had ever escaped him. Some called him the 'Hundred Battle Blood Bath' and the 'Invincible Killer', only adding to his deadly reputation.
After mastering countless martial arts over the years he created two distinct fighting styles of his own. Some of his maneuvers were taught to Chun-Li's father, who would in turn pass them on to her.
Once Gen found out that he had contracted a fatal disease, he embarked on a quest to find the ultimate opponent, one worthy enough to slay him. Gen's unique death wish makes him a very deadly opponent and also sets him apart from the rest of the street fighters.



GEN

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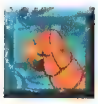

Flexibility is Gen's strength.

Gen has two distinct fighting stances, Crane style and Mantis style, making him a far more technical character to master. When he switches styles, both his regular and special attacks change substantially. Mastering Gen involves being comfortable with both diverse styles to maximize his capabilities.
Crane style has special attacks that require joystick movements and button presses similar to Ryu or Chun-Li. Gen's moves in this style are easily performed and flexible for ground attacks, but have low reach.
Mantis style uses charged special attacks, much like Guile or Charlie. Gen's moves in this style do more damage and work well in the air but are generally slower.
Using both styles gives Gen variety and keeps his opponents guessing as to how he will strike next. His attack speed is slightly slower than most characters in both styles and overcoming this involves careful use of his Super Combos.
With two Super Combos in each style, there are many ways to utilize his power meter effectively. Jakoha is a strong mid-air offensive. Shitenshu depletes his foe's strength unless they can counter attack within 10 seconds. Keeping Gen away from his victim once it's used is tough, but the damage dealt is worth it.
In Alpha 3 the X-ism combined both fighting styles together. It was easier to use but also limited his specialization and made certain combos impossible, lowering his variety and damage output.

The dangerous mercenary soldier.

A former member of the Mad Gear gang, Rolento Schugerg was a professional soldier who specialized in all manner of weapons and incendiary devices. He wore his military uniform and used a knife, small bombs and a special rod as weapons, even while street fighting.

Rolento understood the awesome might of the military and sought to lead a group of like-minded radicals to overthrow the current system of government to achieve a lasting peace. Entering the World Warrior tournament was nothing more than a tool for realizing that utopian dream and he would do anything to make sure that he was victorious. Using weapons in the tournament wasn't a dirty trick as far as he was concerned; the only thing that mattered was being crowned the winner.

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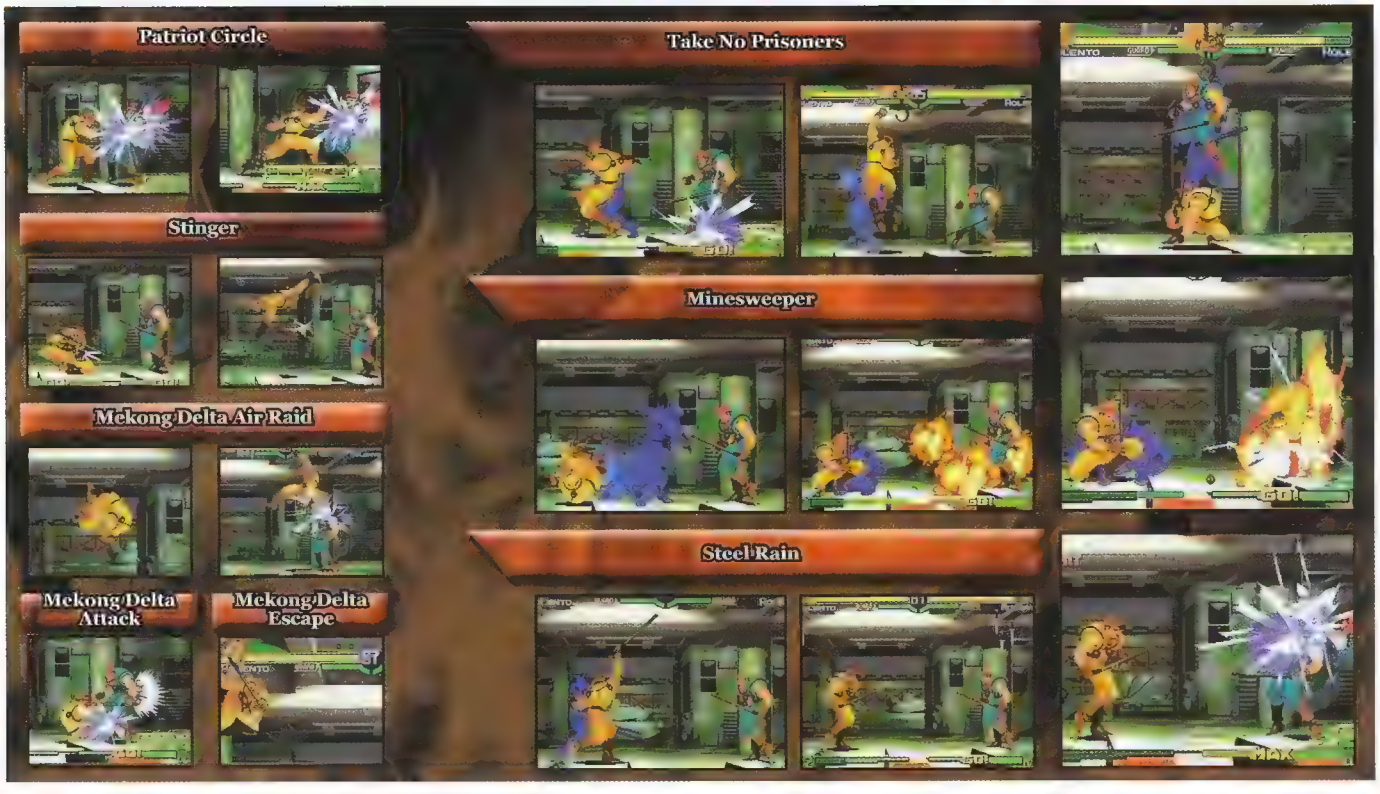

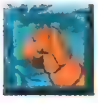

No need for defense!

Rolento's radical movements and tricky techniques make him a difficult opponent to keep track of. If his foe loses track of him while he ricochets around the playing field they'll quickly find themselves brutalized by his deadly grenades. His Patriot Circle attack can hammer at an unsuspecting opponent for up to 11 hits but also leaves him vulnerable if he misses with it.

Rolento's major weakness is his lack of defensive maneuvers. As such he's best used on the constant offensive, leaping around his foe and keeping up a steady attack while trying not to become too predictable. In many ways, he embodies the old saying that 'the best defense is a good offense.'

In Street Fighter Alpha 3 Rolento could use the Patriot Circle to rapidly raise his power meter against a blocking foe, making it easy for him to prepare a deadly Super Combo attack. His Take No Prisoners Super Combo was easily blocked but was also a deadly long range strike, making it useful against an unsuspecting foe. It may not have been easy to pull off, but the sheer amount of damage it dealt made it worth mastering.

She trains so she can spar with Ryu.

Sakura Kasugano was an energetic high school student growing up in Tokyo. On her way home from school one day she witnessed the fighting prowess of Ryu and became obsessed with his skill and power. She became determined to master her fighting techniques, meet Ryu and learn from his incredible capabilities. From then on she began emulating Ryu's moves and challenging anyone she could find to test her fighting abilities.

Sakura's combat style evolved as she did her best to copy Ryu and imagined that he was teaching her each and every maneuver first hand. All of her moves have similarities to Ryu's fighting style but are different to compensate for her size and speed. She may not have been formally trained but her natural talent and boundless energy make her a competent fighter nonetheless

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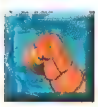

She may be inexperienced, but she's not like Dan!

Sakura has similar moves to Ryu but there are differences because her moves are only based on observations, not formal training from Master Gouken. It may sound similar to Dan but Sakura's abilities are far more useful instead of being powered down versions of Ryu's strikes and special attacks.

Sakura's use of speed and sneaky special attacks are highly effective and she can hold her own against the other more experienced characters quite well. Rapidly advancing forward, she looks for the enemy to leave an opening so she can strike with her rapid repeated attacks. Staying close and looking for counter attacking opportunities is where Sakura excels. Her version of the Shoryuken, the Shouoken, doesn't have the invulnerability that Ryu's and Ken's does but it's a useful ground attack that deals out multiple hits. Her Hadoken is quite weak compared to Ryu's and needs a strong regular attack or Super Combo to be useful in battle. Sakura's crouching kicks have great reach and speed, making them quite valuable for countering enemy attacks. When her kicks hit she can combo with a Shouoken or Hadoken to deal serious damage.

At mid to long range Sakura has problems competing with characters who have projectiles. In those cases it's important to move in as closely as possible and keep up the offensive pressure. She may have low damaging attacks, but her speed and sneaky combos can close the gap quite quickly.

He lives the life of a brawler. Everything he does is for the fight.

CODY

Many years ago Cody was one of the heroes who saved Metro City from the devious Mad Gear gang. After Mad Gear's humiliating defeat, Cody grew bored of the blissful peace all around him and turned to a life of crime. Getting captured multiple times, he spent his days in jail without a care in the world. Occasionally he'd break out of prison using the incredible strength of his punches. The bandages he wraps around his hands cover scars he gained by rampaging through the solid brick walls of his cell so he could head back to Metro City and cause trouble.

Cody fights with the viciousness of an underworld brawler. The handcuffs chained to his wrists have become a weapon he uses to hold down his victims. He'll use whatever dirty tricks or weapons he can get his hands on, including throwing rocks, blinding his foe or slashing at them with a knife.

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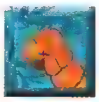

The key to winning is careful planning.

Cody's special attacks require a different rhythm compared to most of the other street fighters. He has a lot of unique attacks that can take some practice to master, including his Bad Stone projectile, Bad Spray, Criminal Uppercut and close range Ruffian Kick. Just like Final Fight, he can pick up a knife to slash with, or throw, to deal out extra damage.

Cody's most deadly Super Combo is his Final Destruction move, a four part attack that lasts for several seconds and can reduce an enemy's health bar by almost half.

Cody favors a close range battle. He can use his mid kick, force an enemy to block and then follow up with a short Criminal Uppercut to do some quick damage. Although he doesn't have any airborne special attacks, his regular strikes can be quite good at countering air attacking foes. Whenever possible he should press the attack and keep the fight up close where he's most effective.

She's a rookie with unimaginable power!

Mika Nanakawa was a colorfully costumed, attractive, blond-haired wrestler. After she graduated from high school she set out to become a professional wrestler like her hero, Zangief the 'Red Cyclone.' Under the tutelage of Yoko Harmageddon, Mika sharpened her grappling techniques and throws. In time she gained a reputation in her community as a determined and talented wrestler, giving each match her all no matter who she fought.

Mika specializes in powerful wrestling maneuvers and all-out offensive attacks to achieve her many victories.

R. MIKA

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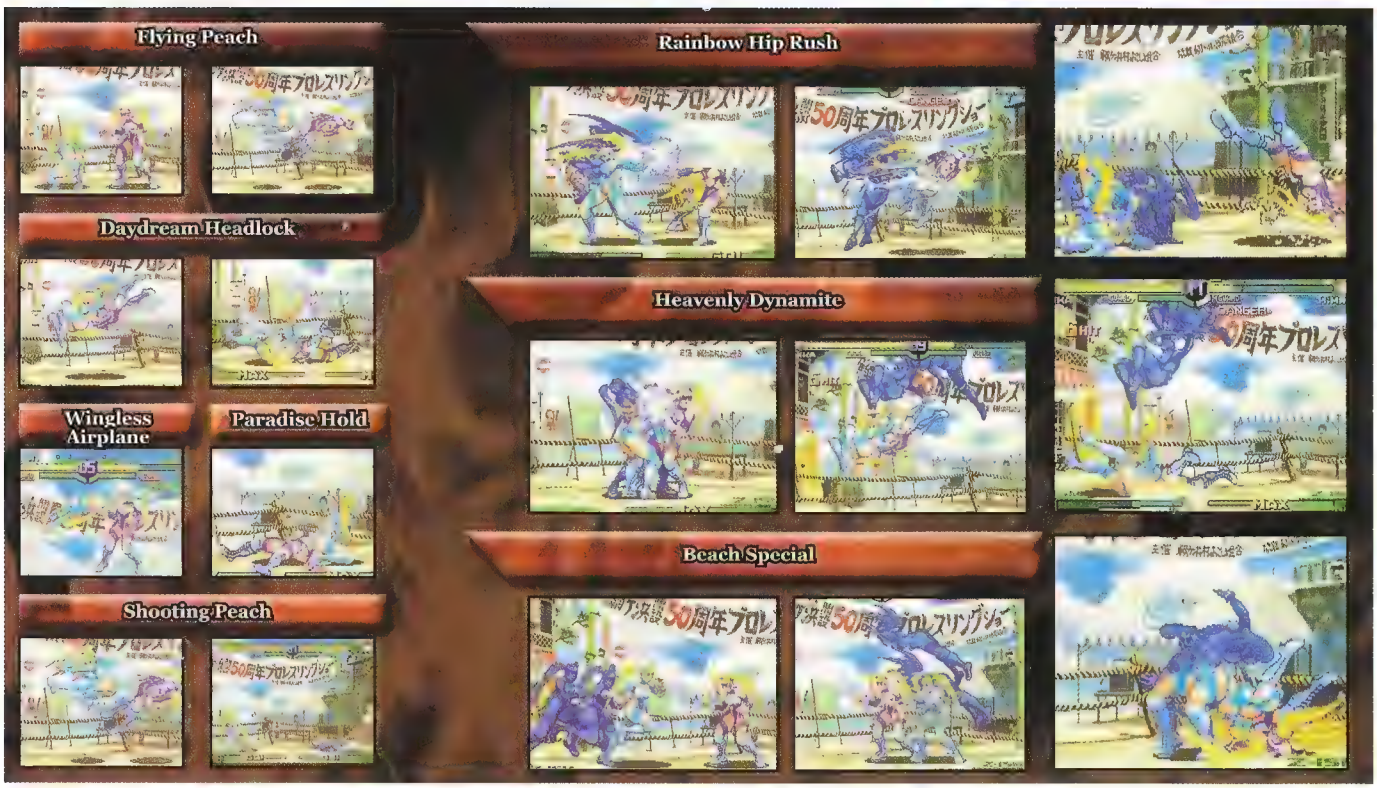

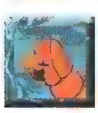

Pulling enemies into a throw is the key!

Many look at R. Mika as a female version of Zangief and though this is true to a point, there are important differences. Mika specializes in powerful strikes rather than just pure throwing damage and usually finishes off her opponents with a well timed throw instead of using them throughout the entire match.

Her special attacks are all wrestling-based moves.The Flying Peach is quick but has a slow start up. The Shooting Peach starts instantly but has a delay at the end leaving her vulnerable if she misses. It's best to mix up the use of these two and keep her opponent guessing. Her throwing attacks are the Paradise Hold, which can be combos well with other strikes, and the Daydream Headlock, which has good range and is also quite entertaining to watch.

Her ultimate Super Combo is the Beach Special attack. It can be difficult to time properly, but it dishes out tremendous damage. Like Zangief, she's a technical character with a lot of powerful moves in her arsenal.

Mika is definitely a close range fighter. Long range battles showcase her weaknesses and overcoming characters with strong projectile attacks can be problematic. Using crouching kicks to knock down her opponent, she can move in for a deadly throw to finish off the match.

KARIN

Heiress to the Kanzuki Family. A princess who won't be beaten.

Karin Kanzuki was the heiress of the Kanzuki legacy, a princess in many ways with her trademark spiral hairdo and ribbons but a capable fighter as well. She's a driven competitor, especially when it came to besting Sakura, her longtime rival. Karin's wealthy life style has given her the chance to train in a large variety of different martial arts from top-rated instructors. Taking these many styles and mixing in some moves of her own, she's christened her fighting technique the 'Kanzuki Style' of martial arts.

Karin has a wide array of strikes, throws and potent reversals. She prides herself on being able to handle any opponent she faces. Her family expects nothing less than complete victory from her and she pushes herself to meet their lofty expectations.

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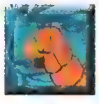

Over take foes on the ground.

Although Karin doesn't have a projectile attack, her speed, repeatable combos and ability to counter attack effectively make her a deadly opponent. Many of her maneuvers are combinations that can be chained together extremely well. Many can be sped up or slowed down, which gives her a lot of ways to keep her foes guessing.

Karin's Super Combos consist of swift striking attacks. The Shinpi Kaibyaku is a repetitive attack with extended invulnerability. It's a powerful Super Combo that is hard to counter attack against even if the opponent is able to block. The Kouoken is a superior air combo that can be performed after her sweeping kick that throws her foe into the air, making it quite potent as well. Karin is one of the few characters who have a Super Combo that can take a foe's energy down to 50%.

Karin works best at a mid distance, waiting for opportunities to use her Korenken and then chain it with other attacks. If an opponent is recovering from a fall, Karin's jump attacks or middle kick is a useful way to keep pressing the offense.

A soldier of Shadaloo.
She obeys her Master Bison.

Altered by Shadaloo's superior genetic technology (including body enhancements and extensive brainwashing) Juni was a near invincible soldier of Shadaloo. As one of the twelve women in Bison's elite 'Doll' unit, Juni was built to carry out dangerous tasks without fear or hesitation. Her brainwashing was possibly the most thorough of all the Dolls and in turn she received many of the most important missions from Bison.

Beyond the martial arts training she received as a member of Shadaloo, Juni has also analyzed combat data gathered from Akuma. This data has enhanced her already impressive fighting abilities to create a unique style. In addition to this, Juni can team up with her teammate Juli to perform the powerful Psycho Charge Beta duo attack.

STORY

PROFILE

Her many jump attacks give her an advantage.

Juni's regular attacks can be weak and many of her special attacks require charging which makes it harder for her to go on an all out offensive assault. Where her damage dealing really shines is with her Super Combos. Her Psycho Streak Super Combo is unblockable in mid-air and her Spin Drive Smasher Super Combo has extensive invulnerability, making her a deadly foe once her power gauge is full.

Juni's special attacks are similar to Cammy's but with slight differences. She specializes in jump attacks and her weak kick starts many combos extremely well. Her Spiral Arrow has strong dominance in the air at mid distance and if it's blocked she can generally bounce away unharmed. Her Cannon Strike is also powerful in mid-air and is hard for foes to counter attack against. On the ground her Hooligan Combination works well at mid-distance and her Earth Direct can be quite effective at close range.

Even if forced into a corner Juni can use her Psycho Shield to push away her opponent and swing things back in her favor. Her speed and special attacks help her to control the match until she can find an opening to use one of her deadly Super Combos.

A soldier of Shadaloo. Brainwashing wiped away her past.

Similar to Juni, Juli is one of the twelve genetically enhanced women in Bison's elite 'Doll' soldier unit. Before Shadaloo wiped her mind she lived in the same village as T. Hawk and was named Julia. After being kidnapped and experimented upon she received amazing combat abilities. These same enhancements have also shortened her life expectancy considerably.

Although not as powerful or slavishly loyal as Juni, Juli carries out her missions according to Bison's wishes as best she can. Her Shadaloo martial arts training and inner strength make her deadly in combat with a distinct specialty in jumping kicks. In addition to this, Juli can team up with her teammate Juni to perform the powerful Psycho Charge Beta duo attack.

The destructive power of her combo attack is top notch.

Unlike Juni, Juli has many moves that require instant control commands instead of charge-up maneuvers. At a mid-distance, Juli can advance with her long-reaching crouch kicks to strike an opponent the instant they let down their guard. Her Cannon Spike special attack is a strong offensive and counter-attacking move. Her Spin Knuckle is another potent attack. Similar to Cammy's move, it's almost impossible to counter after it's blocked, can be used against projectile attacks and works well striking enemies who are getting up.

Like Juni, Juli's combo attacks are destructive. Juli may have less moves than Juni, but Juli's moves can be easier to use in combination. Using weak kicks, combined with a Cannon Spike and fierce kicks can deal out serious damage to her foe. Novice players should practice her moves on X-ism or Z-ism, but advanced players will find V-ism the most effective.

Wandering the world, he searches for an unknown 'ultimate fighter'

Alex is a young martial artist who lives in Manhattan. The red bandanna that ties his long golden hair and his powerful physique are his trademarks. His parents passed away while he was still young and he currently lives with his father's best friend, Tom along with Tom's daughter Patricia. Alex spends most of his days training hard at a local gym. His quiet demeanor hides a driven heart underneath. His unflinching honesty tends to get him in hot water.
Alex has swift strikes and incredible strength that he wields like a weapon. Jumping into battle, Alex uses powerful throws and crushing blows to bring down his foes. His fighting style combines wrestling, chopping hand strikes and his infamous Power Bomb attack.

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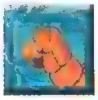

Advance with swiftness, strike with throws!

Alex has strength in his throws, strikes and air maneuvers, making him a very powerful fighter. His damage dealing capabilities are among the best in any Street Fighter title and with both charge and instant command-based special attacks at his disposal, his versatility is also top notch. He works best at mid-range where his mid kick can easily connect with an opponent. Advancing towards his enemy by jumping in or using his Slash Elbow is one of his best strategies.
Alex's throw moves can be devastating, using the Power Bomb at close range and the Spiral DDT as a mid-range attack option. He can also deceive his foe that he's going for a throw and then strike with fierce punches or kicks to keep them guessing. His repeatable Flash Chop if successful can be chained with a quick Power Bomb to deal serious damage. His Slash Elbow works well at mid-distances too and is hard to counter attack against even if blocked.
All of Alex's Super Combos are deadly, but the Boomerang Raid deals the most raw damage. The Stun Gun Headbutt is less damaging, but it also leaves a foe dizzy long enough to follow up with other potential combos. Getting close enough to pull off the Headbutt can be difficult, but the results are usually worth the effort.

A fighter who crawled up out from the bottom.

Dudley is a pro-boxer who grew up in England and enjoys a nice cup of herbal tea. As a child he was an athlete in a stable home with a father who had a successful business career. When Dudley went off to college, his father's fortunes tumbled, losing everything they'd built. Seeing no other way to regain his family's fortune, Dudley began training and entered the pro-fighting circuit. Over time he would turn around their financial disaster and surpass his father's greatest expectations. With swift advances and powerful punches that dominate in close quarters, Dudley is a fierce fighter. If Dudley has any weaknesses beneath his skilled exterior, it would be his compassion for his fellow fighters. He may get sentimental about his past matches and flawless fighting technique, but he has a great deal of pride that drives him as well.

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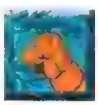

Rule the ring with rapid attacks.

Due to Dudley's boxing mastery, all the buttons produce punch maneuvers instead of the typical punches and kicks available to most of the other characters. His well targeted combos showcase his true boxing prowess. Close combat is where Dudley excels and he can keep his foes pinned down with rapid punches and dashing moves designed to press the offensive. In turn though, he can be vulnerable to projectile attacks or other long-range specialists.

Wherever possible, Dudley should maintain a close distance to his target and look for openings to strike hard with his special attacks. The Machinegun Blow is quite effective at crushing foes that leave themselves open. His Cross Counter is a special attack where Dudley lowers his fists, leaving him seemingly vulnerable. When an opponent strikes the upper half of his body he instantly springs back with a powerful counter attack.

Dudley's Super Combos include the invincible air attacking Rocket Uppercut, the repeatable Rolling Thunder and multi-hitting Corkscrew Blow. His quick striking blows give him an offensive advantage that works well for many aggressive players.

Reckless and brash, he's the White Dragon who dances through the air like a hurricane.

Yun is the older of two twin brothers whose godfathers are the eight crime lords controlling the Hong Kong underground. Together with his younger brother Yang, they are entrusted as the young leaders of their village and are known as the "Twin Dragons" (Yun is the White Dragon, Yang is the Blue Dragon.) The braided hair, cap that hides his eyes and skateboard at his side are his trademarks. He's a cheerful and lighthearted young leader. Yun's intuitive nature is surpassed only by his mischievous spirit and an eagerness to fight. His brother Yang frequently has to reign him in. He's the subject of affection for Hoimei, a girl who works at the local Chinese restaurant named 'Shoryuhen' (the Rising Dragon Palace).

Yun's fighting style is Chinese Kenpo. Using his keen intuition, he ignores what he sees and cuts into his opponent with a flurry of continuous attacks. His absolute confidence leads him to taunt his enemies with brazen phrases like "You didn't think you could win, did you?"

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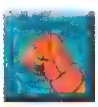

Don't miss your chance! Keep attacking!

Yun and Yang were basically the same until Street Fighter III: 2nd Impact. By enhancing Yun's various moves and mobility, he's develeoped a unique fighting style.

The key to victory with Yun is by using his close range attacks. Kobokushi is slow but its offensive power and stunning ability are high. All his special attacks can be effective. The key to the Tetsuzanko is using it in close combat. The two consecutive high jumping kicks of the Nishou Kyaku are hard to block in midair. The Zesshou Hohou is a rushing move best used as part of a combo.

The only major change to Yun after 2nd Impact was that his Senkyutai changed to the NishouKyaku. His Super Combos are Sourai Rengeki, which can be used frequently, You-Hou, which is an effective anti-air move and Geneijin, which duplicates himself to help corner and attack his enemy. Probably the most useful is Geneijin. It's difficult to pull off but it can take an opponent off their guard. When combined with other moves, its power is incredible.

The overall reach of Yun's moves are fairly short so it's best to keep the battle at close range. At mid range it's important to observe an opponent's attitude. If they respond with feinting moves, hit them with the Tetsuzanko or Zesshou Hohou. Follow through with a variety of moves and combos to secure victory.

Calm and composed, he's the Blue Dragon who looks after his older brother.

Yang is the younger of two twin brothers whose godfathers are the eight crime lords controlling the Hong Kong underground. Like Yun, he is a young leader of his village. His spiked hair and roller blades are his trademarks. With a calm, composed, calculating manner and strong insight, he's the complete opposite of his brother Yun. He analyzes the whole situation and is always looking out for his more impulsive brother. He admires Hoimei from the Chinese restaurant, but Hoimei's younger sister Shaomei is always chasing after him.
Like Yun, he learned various styles of Chinese Kenpo from his grandfather and then carefully developed his own fighting style. With a calm nature he fights with deep insight and his techniques surge out at his opponent with a flurry of blows. His style is slightly different from Yun's, though it's hard to judge which of the two has a superior technique.

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Don't rely on special attacks. Fight with regular attacks.

In Street Fighter III, Yun and Yang were separate characters with no differences between them. In 2nd Impact Yang became a unique character. Like Yun, Yang's style compensates for a lack of power with a variety of moves. The substantial difference between them is Yang's lack of aggressive special attacks. He may not have many moves that dash forward, but advancing while using Tourouzan can compensate well. Senkyutai looks like an effective anti-air move but it doesn't work well unless perfectly timed because it's so slow. Kaihou moves rapidly, but is difficult to use effectively because it leaves Yang vulnerable. Byakko Soushoda is another move that only has a limited usefulness. Yang's Zenpou Tenshin lacks offensive power and is intended to be combined with other attacks.
Yang shouldn't rely on many fancy attacks and should use regular moves like Tourouzan as the basis of his combos.

All of Yang's Super Arts should be comboed with other moves. The EX Tourouzan can be used well with Senkyutai. For aggressive attacks, Seiei Enbu can be quite effective. Like Yun's Geneijin, it creates multiple copies of Yang. It can break an opponent's block, but can't damage as much as Geneijin does. Many players use Seiei Enbu to increase their offense because it can be pulled off so quickly. Though the effectiveness of Raishin Mahhaken was lowered in 3rd Strike, it's still effective against blocking foes and is easy to use.

IBUKI

The fighting schoolgirl ninja!

Ibuki is a school girl descended from a long line of ninja that dates back to the days of Japan's civil wars. She has trained from the time she began kindergarten. Even though she's a deadly combatant, she's still a normal girl who dreams of being a pop singer some day. The only difference between her and anyone else is the duties she must complete as a ninja. She's easy-going, but can also be strong willed and able to rise to a challenge when needed.

Ibuki's fighting style is a combination of ancient martial arts and secret Ninjitsu techniques. Her fighting style is based around quick, efficient movements, aiming for weak points on her opponents so she wins before they know what hit them. Her power and reach are less than many other fighters due to her small size but through training she's been able to overcome this weakness with incredible agility.

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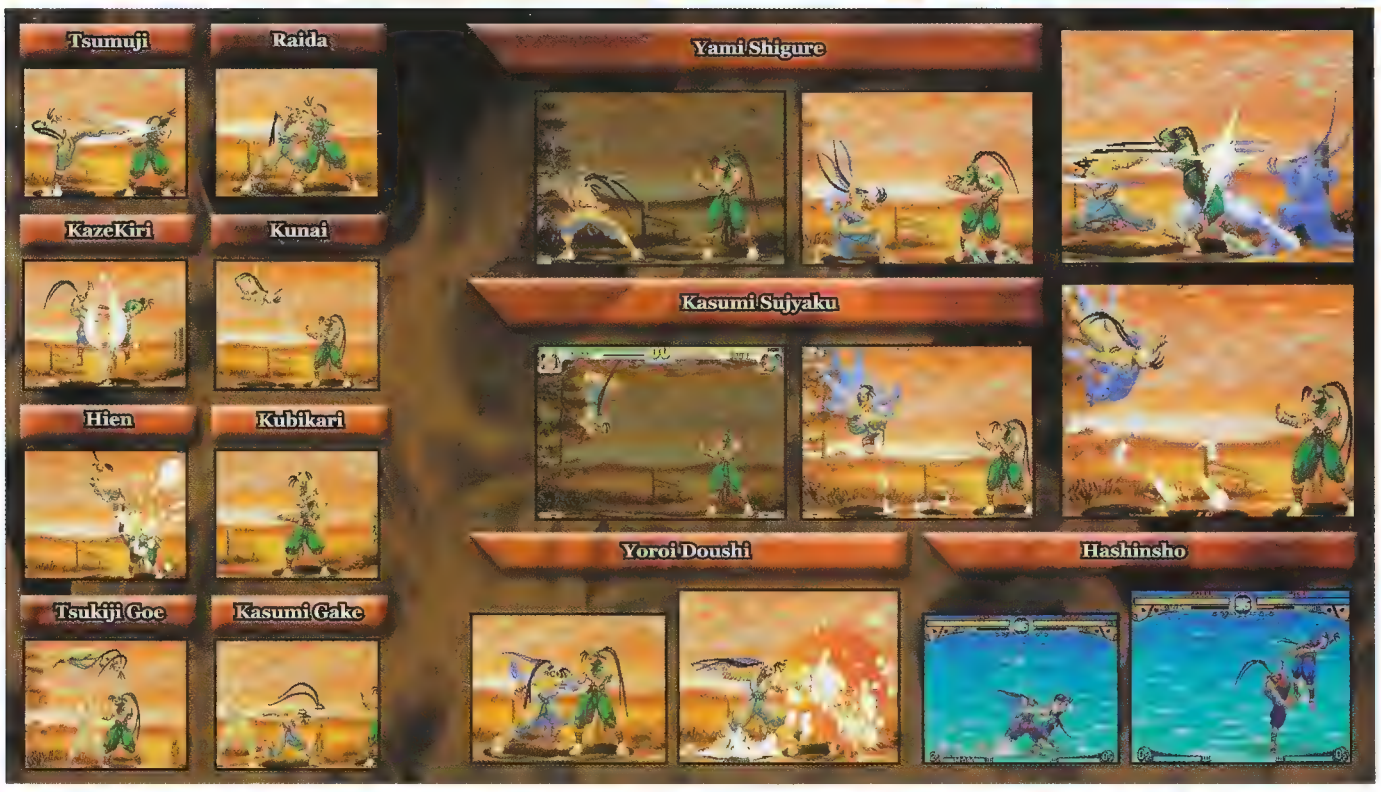

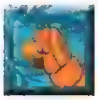

Those who can master her find her very powerful!

All of Ibuki's moves have a variety of different uses. Players who master her can toy with their opponent at every turn.

Up until Street Fighter III: 2nd Impact Ibuki's various Target Combos and powerful Hashinsho made her excel at close quarter fighting. Hashinsho was removed from Street Fighter III: 3rd Strike, making her close range fighting much weaker. As compensation, she gained versatile Target Combos like Kasumi Gake, that holds an enemy in place, and Tsukiji Goe, that keep opponents off their guard.

Ibuki's signature moves are her Target Combos and special attacks. There's no distance at which she's weak but she lacks the power to rush her opponent and doesn't have a all-encomposing decisive special attack. She doesn't have many moves to counterattack with while she's defending so it's important for her to keep pressing the attack.

Ibuki's crucial moves are her Kasumi Gake, which is high and fast; Tsukiji Goe, which lets her fly over her opponent's head; Kunai, her thrown dagger; and Kubikari, her special throw. Charging moves like Tsumuji and Hien, the anti-air KazeKiri and Raida complete her extensive arsenal of moves.

All of Ibuki's Super Arts are strong but they use a lot of power. The most useful is Kasumi Sujyaku. The other two aren't used as often but are effective at counteracting her weak damage output.

He was rebuilt into a humanoid weapon.

Illia was a young boy who grew up in a poor lakeside village in Russia after the breakup of the Soviet Union. He travelled to the big city with dreams of freedom, wealth, and power. On the way there he was contacted by the secret Gill organization and was tricked into having his DNA rebuilt. This turned him into an experimental humanoid weapon with a superhumanly elastic body and a strange built-in power generator. Soon after his transformation, he began taking on special missions for the organization under the name "Necro". Even though he was a deadly operative, deep inside his heart he longed for freedom.

Necro's fighting style involves grappling his opponents with his unpredictable and flexible rubber limbs and using the electrical current generated in his body to shock them. The cybernetic computer in his brain helps give him superhuman fighting abilities.

NECRO

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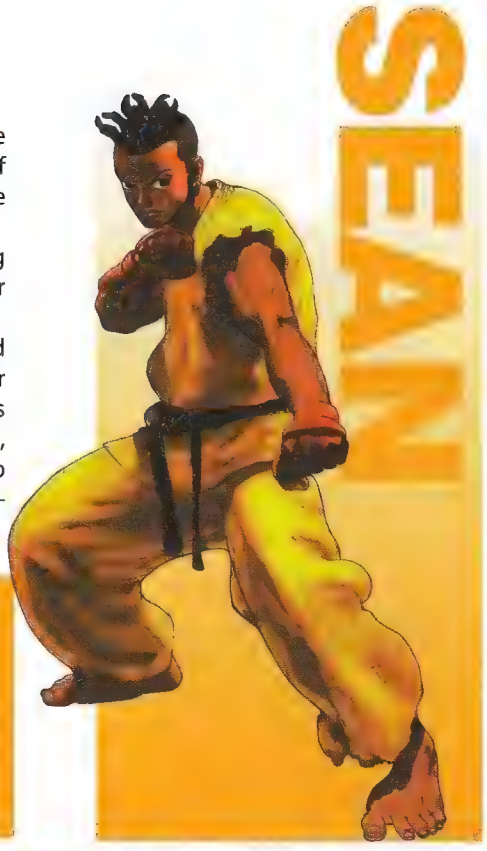
Top notch reach is the key.

Necro may not be particularly strong, but his advantage is the long reach of most of his normal moves. His tactics involve feinting with normal attacks, forcing an opponent to jump and then using anti-air moves or Electric Blast to counter. His ground and air reach is always impressive, making him a capable all-around fighter.

Most of Necro's special attacks have excellent reach as well. If they're EX attacks, they become difficult to counter, even if blocked. Because his Tornado Hook can't be countered by weak opponents, it's useful for attacking at an appropriate distance. The Electric Blaster is quick and useful as an anti-air move. Rising Cobra and Flying Viper are mid-range, mid-level attacks. Snake Fang is a striking throw with good reach that attacks low, surprising regular blocking opponents.

The Super Arts Necro uses depends on who he's fighting. Electric Snake can be depended on in almost any situation. It's easy to use and has a good chance of stunning an opponent. Magnetic Storm works best against a foe who likes to attack from midair. Slam Dunk does a lot of damage but it's easy for enemies to avoid so it's usage is limited.

Ken's pupil.
A hot-blooded boy with intense desire to win.



Sean Matsuda was a boy from a perfectly normal Brazilian family. He was passionate about sports and played basketball in university. Growing up under the watchful eye of his Japanese descended grandfather, the old man made sure Sean matured into a polite and kind young man.

Watching a local martial arts tournament, Sean was so impressed with Ken's fighting style that he decided to ask Ken to train him. From then on, he began studying under Ken and pushing himself hard to understand the ways of a street fighter.

Sean has copied elements of Ken's fighting style out of admiration for the seasoned warrior, but always adds his own twists to them. Although his techniques and power could never reach those of Ken's, he uses them as the basis for his own original moves that take advantage of his naturally flexible body. Despite his natural talent in the ring, Sean has a long way to go before he's mastered the fighting arts. His goal is to develop his own original signature moves some day. Despite his positive attitude and light-hearted jokes about victory and defeat, deep down Sean hates to lose.

STORY

PROFILE

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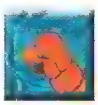

Don't miss the chance to tear into your opponent!

As Ken's pupil, many of Sean's moves are similar but less reliable. Lacking consistent offense or defense, he compensates with mobile dashes or tackles to control where the battle takes place. Adopting a defensive strategy and mastering the art of blocking can secure his victory.

Sean's special attacks are short range and not very effective so the bulk of his fighting should be done mid range. A combined dash and Sean Tackle is a low targeted attack, so it's easy to hit with and very useful. Since both the Tornado and Ryubi Kyaku run the risk of being blocked, there aren't many situations where they're advantageous. Of all his special attacks, the most effective is the Dragon Smash, which can easily be comboed with other moves. Although his anti-air ability is low, he can be unbeatable when on the defensive. Sean's EX moves can be relied on as effective counter to jumping attacks.

For Sean's Super Arts, easy to use ones work best. The Hyper Tornado is easy to combo with other attacks and its power is high. It can often be used to interrupt a foe's attacks. The Shoryu Cannon is an excellent anti-air move but it's hard to counter with because it attacks almost up. Sean lacks effective regular attacks so Super Combos are the best way to damage his opponents. The difficult decision is whether to attack with several Hadou-Bursts or to risk it all with a single Tornado attack.

ORO

Nothing's impossible for this bizarre old man. He's mastered the secret of immortality!

Oro is an old hermit who lives with animals in an Amazonian cave. Reportedly 140 years old, he comes from Japanese ancestry, but details of his past have been sketchy. Although he has little desires to strive for, he seems to want to improve his abilities and is now many times stronger than an average human being. His belief in himself and that anything is possible has propelled his skills forward and taught him many secret fighting techniques. Boredom with his hermit lifestyle set in and he soon realized he needed better ways to pass the time.

Oro's fighting style uses efficient movements and fluid body motion. With athletic abilities far beyond those of a normal man, the power of his moves is as good as that of younger fighters. His strength is built upon a lifetime of battle experience.

STORY

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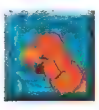


Control mid and close range attacks to win the battle.

Oro's style is different from other characters. His powerful regular strikes and wide array of special attacks give him control at mid or close range. His basic strategy is to attack with reaching weak kicks while hanging around at mid range or combining medium punches with medium kicks. His medium kick sends foes into the air where he can follow up with more intense attacks. Because Oro's use of Super Arts is so important, it's necessary to pay attention to the power gauge during his battles.

Oro's special attacks are a balance of projectiles, anti-air moves, rushing moves, and throws. The EX Nichirin Sho zeroes in on an enemy, making it a straightforward attack. The anti-air Oni Yanma is useful for comboing with other attacks and the EX version is even more effective. Junchu Watari is an important part of combos when combined with his medium punch and can also be used in midair. Nioh Riki works well after a medium kick. Because all of Oro's moves are fairly weak, the key is to never stop attacking, and keep rushing an opponent.

Although all of Oro's Super Arts are effective Yayou-Dama is the most useful. While its power is low, it has a short power gauge so it's easily combined with other moves. Kishin Riki and Tengu-Stone are difficult to use. Their high strength makes them viable, but they're easy to avoid. Oro's Super Arts are unique and pushing two punch buttons at once kicks in an upgraded version of each.

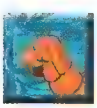
ELENA

A female fighter from the savannah. She spins with Capoeira style

Elena lived in the savannah of Africa and was the princess of a small tribe. As an only child, she was lovingly raised and grew up with a big heart and kind spirit. Her father left for France when she was young to earn his his Ph.D. He taught her that, "Fighting is in our tribe's blood. It's our culture and our very existence," and in turn she learned the martial arts of her tribe.
Elena's fighting style is Capoeira, a leg based martial art developed by shackled slaves. Using her long legs and natural springing movements to make up for her lack of strength, she fights as well as men much stronger than she is. Her flowing and rhythmic dance-like maneuvers play with her opponents as she lets loose confusing, artistic kicks.

STORY

PROFILE



Surprise your enemy with long reaching legs!

All of Elena's attacks are leg based so she doesn't have any punches at all. There's no distinction between her short and long range attacks. Her long reaching strikes give her an advantage at mid range but she lacks stunning attacks. In turn, she should use throws in close combat. While her attacks all have good reach they're slow and she lacks ability to press the offense.

Many of her special attacks are quite powerful at mid range and her long reach makes them well suited for surprise. Spin Scythe can be used to feint and if it hits at mid range another attack can be comboed in with it. The EX version, when comboed with other attacks, can cause a great deal of damage. She can follow any of these moves up with a Mallet Smash which can damage low blocking foes. Brave Dance is another powerful follow-up move at her disposal. Finally, her Scratch Wheel is a defensive move with it's strong anti-air attack. Using normal attacks at long range and EX Scratch Wheel in close allows her to intercept many foes.
For Super Arts, the most obvious choice is Healing. If an enemy does nothing, she'll recover one third of her health. It's rare that she'd have enough time for this, so its use is limited. Spinning Beat and Brave Dance are both good as combo moves. Spinning Beat is especially useful because Elena tends to use a lot of her power meter and its gauge is short. Brave Dance is a good rushing move and can be used effectively as a counterattack.

A giant with speed and power. He doesn't know how to lose.

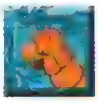
A pro wrestler from the German countryside and former member of Mad Gear, Hugo ran away to America when he was 20 using his size and strength to become a pro wrestler. His overwhelming strength and physical prowess not only showed well in the wrestling world, but was also unbeatable in back room brawls. Always by his side is his manager, Poison (a former member of Mad Gear), who handles business for the not-too-bright giant.

Hugo's fighting style reflects the simple but destructive power of his wrestling background. His speed and jumping abilities are incredible for his size. With his crushing throws he can attack effectively even from above giving him more than enough opportunity to demolish his foes.

HUGO

STORY

PROFILE



Keep the pressure on with throws and strikes!

The real value of close combat can be seen in Hugo's throws, which are stronger than the other characters'. He also has very strong striking moves. At mid range, his medium and weak punches are very powerful. Crouching medium kicks and the Giant Palm Bomber can keep pressure on an opponent. A sudden Meat Squasher can work well when an enemy is expecting a feint. Crouching strong punches are a reliable anti-air move and if a foe can be read well enough, a sudden attack with the Shootdown Backbreaker or Megaton Press will work wonders.

Hugo has a total of four throws. His main throws at long range are the Somersault Press and the Ultra Throw, which also throws his enemy into a wall. After using an Ultra Throw, adding a Shootdown Backbreaker midair combo while an opponent is flying away is effective. It can also be combined with a Megaton Press for a terrifying combo. The Meat Squasher can be combined effectively with normal attacks at mid range. The Monster Lariat leaves him vulnerable if blocked, making it a weak option.

Although all his Super Arts are powerful, it's important to choose the right one. The Gigas Breaker can knock a foe's health down by 50%. The Megaton Press works well as an anti-air move. The Hammer Frenzy is an effective combo move. Against opponents with strong anti-air tactics the Megaton Press is ideal. Otherwise, the Gigas Breaker is Hugo's move of choice.

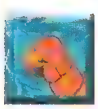
URIEN

Gill's younger brother who seeks power. Do his abilities exceed human understanding?

Urien is the younger brother of Gill, the president of a secret society that's been influencing the world since the dawn of recorded history. As a child, Urien was educated to prepare him for future leadership of his secret society. As he grew up and his mental instabilities became apparent, the job went to his brother Gill and Urien was forced to accept the role of second in command. Although Urien had still been entrusted with an important role, the humiliation could never be erased. With his muscular body giving him power and speed, Urien's fighting style is built around the secret and ancient fighting arts kept by his organization. There are supposedly 66 secret techniques known to the organization and Urien has mastered a particularly potent one called the Aegis Reflector. His power is equal to that of Gill, even though their abilities are quite different.

STORY

PROFILE



Hit enemies with the Aegis Reflector!

Urien has projectile weapons and rushing moves, along with long reaching attacks that make him well suited to long or mid range combat. Although his lack of a reliable anti-air move makes defense a problem, using his Metallic Sphere as a feint or preventing an opponent from jumping can help him compensate.
His basic strategy is based on his opponent's actions instead of a fixed set of moves. A sudden switch to an aggressive fighting style after attacking with the powerful Aegis Reflector works well. Even though it doesn't have much power on its own, it's frighteningly effective when comboed with other attacks. After catching an opponent with an Aegis Reflector, a Chariot Tackle is a powerful attack.
Beyond Metallic Sphere, Urien's special attacks all involve dashing offensive movements. The Chariot Tackle is the basis for all his best rushing combos. While it can be blocked, it's not easy to counter. Urien's Dangerous Headbutt serves as a useful feint. Follow up attacks after an EX Headbutt can be an effective maneuver for dishing out damage.
The Aegis Reflector is easily the most useful of his Super Arts. The Tyrant Slaughter is a strong combo move and is more destructive than the other two. On the other hand, even though its power is low, the Temporal Thunder has potent stunning ability.

An agent shrouded in mystery.

Q's existence is shrouded in mystery. His trench coat and strange iron mask are an enigma that reveals no secrets. Even the investigative powers of the CIA have uncovered little about his history or purpose. What is known is that he's been seen in crime scene photographs from inexplicable murders all over the world. Perhaps when the mystery is finally solved, his true identity will become clear.

Q's fighting style uses the strength of his huge body with repeated crushing blows and devastating body slams. His movements are far from quick, but he can overwhelm an opponent with his long reach and determination. Much like his history, his moves come from unknown origins and are named by bystanders based on their visual appearance.

STORY

PROFILE

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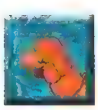

Raise his defense by using Taunts!

Q's offensive power is strong and his normal attacks have good reach. Unfortunately his slow attack speed can make mastering him difficult. Luckily, strong combos beginning with the Capture & Deadly Blow more than compensate for his weaknesses.

Before the end of the round, Q can increase his defense three times by using his Taunt maneuver. The first time increases defense by about 10%, the second time by about 25% and the third time by about 35%. Although it tends to be overlooked, its benefits can be huge.

Q's five certain special attacks are divided between rushing attacks and throws. The rushing attacks are the high Dashing Top of Head Attack, the mid Dashing Head Attack and the low Dashing Leg Attack. By mixing it up between mid and low attacks, a foe can be confused as to which block to use against Q's dangerous strikes. Q's main move is the Capture & Deadly Blow. After throwing, he can follow through with another attack while his opponent is still falling. If he throws his enemy into a wall, he can even follow through again when his foe lands. His remaining rush attack, the High Speed Barrage, is a close combat move, but not very useful.

All of Q's Super Arts are useful, but the one that gets used the most is his Critical Combo Attack. It's quick dashing power allows him to move close where he can easily pummel his enemy. The other Super Arts can be useful as well, but generally aren't as potent.

The ultimate humanoid weapon.
A killing machine that's secretly self-aware.

Twelve is the ultimate humanoid weapon. It's a product of the G-Project which is part of Gill's secret organization. Designed to be a stronger version of Necro, it has a fluid, shape shifting body. After completing each mission it returns to a capsule at a research institute to have its wounds healed and memories rewritten thus restoring it to its initial state. However, this killing machine is beginning to become self aware, something which the scientists, including head researcher Dr. Kure, have not yet realized.
With its protean body, Twelve's unique combat style is based on constantly changing forms to become the optimal weapon for any given situation. It also has the ability to copy every aspect of an opponent including appearance and abilities, giving it unimaginable power.

STORY

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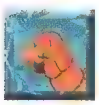


Keep airborne to confuse your opponent.

Twelve's tricky attacks make it ideally suited for midair combat. Using normal attacks can get it in trouble but it can unleash an ever-changing set of ground and air attacks. Twelve is the first character in the series that has the ability to actually glide through the air. Its basic strategy is to confuse opponents by using tricky attacks from the air. Both offense and defense can easily be handled from mid range, where it's easy to jump to. Attacking skillfully from the ground and air can keep its enemy guessing.
Attacking from the air is very important and most of Twelve's special attacks can feint to enhance this strategy. N.D.L. is especially effective as a feinting move. With EX it can send a foe flying when it hits. At close range, a weak kick followed by an A.X.E. works well and hitting punch buttons repeatedly increases the number of hits. D.R.A. is an air-based assault that can be dangerous if used too much, but is a surprise attack used to break crouching blocks. Twelve has few counter attacks so it's important to keep pressure on with regular strikes.
X.C.O.P.Y. is a special Super Art. It copies an enemy's appearance and all their moves except Super Arts. While transformed, Twelve's offense and defense are increased by 25%, but it's hard finding situations where it's potent. It's better to pressure with X.N.D.L., which can be comboed strongly. Finally, the F.L.A.T. is a pumped up version of D.R.A. It's a strong surprise attack to launch from midair, but its usage is limited.

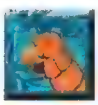
REMY

Burning with twin flames of love and hate. A fair-haired youth consumed with revenge.

Remy is a handsome man with long hair, a slender appearance and a mysterious darkness inside him. As a child, his martial artist father abandoned him and this became the catalyst for his intense hatred. His rage extended beyond just his own father and he soon learned to hate all martial artists. The only thing he truly loved was his older sister. When she died unexpectedly, her body was preserved in a frozen state at the bottom of the sea and it drove the young fighter insane.
Remy's fighting style uses a lot of kicks and movements that cleanly sweep his foes off their feet. Skillful legwork is his highest priority as can be seen in his Blue Nocturne technique. Remy also uses chi-energy manipulation to deal out damage and is careful not to reveal any weak points to his opponents.

STORY

PROFILE



Remember that the best defense is a good offense.

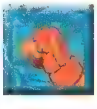
Remy has projectile weapons, anti-air moves and rushing attacks, making him a good all around fighter. Although his long reaching attacks may make him seem perfect, he has a weak defense and can be stunned easily. A basic strategy is to combine a special attack and a middle kick or to feint with an anti-air strong kick and then try for a Cold Blue Kick or dash followed by a throw. Defense is still a concern, but he's a character that can show consistent strength by reading an opponent well and pushing the attack.
Remy's special attacks are quite effective. Both his Light of Virtue attacks are important ways for him to push the offense. Light of Virtue: Low is different from the High version in that it's obviously a low firing projectile. It's a little slower than the High one and has a slight gap, but at long range while an opponent is getting up or as a feint the gap can be overcome. The rushing Cold Blue Kick rises up a little to avoid low attacks and is difficult to counter even if blocked. An EX Rising Rage Flash is unbeatable and makes a very reliable and effective anti-air move.
Remy's Super Arts are quite varied. The Supreme Rising Rage Flash depends on carefully anticipating an opponent. The Blue Nocturne can be hard to use against a skilled opponent. Light of Justice can be used frequently, has a short gauge refresh and plenty of strength, so it's almost always available with proper use of EX. Since it's a projectile weapon, it also makes an effective feint and works well even at close range.

MAKOTO

She knows the essence of Karate. Total victory with one hit.

A hot-headed rough and tumble karate girl, Makoto was born into the prestigious Rindoukan (Bellflower) Karate dojo. She has a very tomboy type personality and speaks with an uncommon Tosa dialect. Although she's still young and a bit short, her black belt isn't just for show; her karate form is very impressive. Her trademarks are a white uniform and yellow headband.

Makoto's fighting style is Rindoukan karate. With calmly performed special moves, rapid movements and punches or kicks that have her full body weight behind them, she has a lot more power than expected from her small body. She displays the "total victory with one hit" essence of karate. With her Tanden Renki, she demonstrates emotional strength in controlling her chi.



Top notch explosive power at close range!

Makoto's fighting skill centers around a combination of two important attacks. After hitting with Hayate she can choose to move forward with either a hit or a throw then follow up with Karakusa. A strong punch followed by Hayate is another good choice. A middle strike Oroshi or a surprise midair Tsurugi can also work incredibly well. Using those two moves is best prefaced with a well-timed feint to increase their effectiveness.

Makoto's most commonly chosen Super Art is the Seichusen Godanzuki. It's easy to combo with other attacks and makes a good counter move after an enemy blocks. The Abare Tasonami is a powerful triangular jump kicking move, but there are limits to its usefullness. Tanden Renki raises Makoto's offensive strength by 75% but it's impossible for her to block while it's active, making the risk involved in using it quite high. With those limitations the Seichusen Godanzuki Super Art is usually the wisest choice.

What can he gain from the Dark Hadou?

Ryu awakened the awesome power of the Dark Hadou and discovered the extreme power to annihilate everything around him. Driven by this destructive impulse he fights on, locked in a desperate struggle. He has yet to capture the essence of the Dark Hadou completely, so there is still some remnant of Ryu's original soul within. That sliver of his original self battles with the Dark Hadou for dominance, causing him great pain.

Dark Ryu has retained the basic fighting style of the original Ryu, but added Akuma's Ashura Senku, Messatsu-Goushoryu, and Raging Demon moves to his arsenal. He has yet to awaken the ultimate secrets of the Dark Hadou and may one day show its full power as Akuma's does.

STORY

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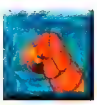


Can he exceed his strength?

Dark Ryu has inherited basic moves from the original Ryu but his defense is as low as Akuma's. His Shoryuken and Tatsumaki Senpukyaku can now hit in midair combinations like Akuma's. Thanks to the Dark Hadou, he's learned Ashura Senku, Messatsu-Goshoryu and the Raging Demon, though none are as strong as Akuma's. Ashura Senku leaves him vulnerable and the Raging Demon is a slow attack. Only the Messatsu-Goshoryu is similar to Akuma's, though slightly weaker. Looking only at his abilities, he ranks further below Akuma than the even the original Ryu.

Dark Ryu's fighting style is the same as original Ryu's and focuses on Hadoken. His Hadoken and Shoryuken are the two most dependable moves.

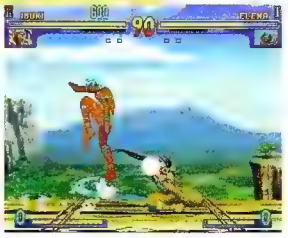
A large problem for Dark Ryu is his weakness to stun combos and lower defense. A good combo of regular strikes can quickly stun him and drop his health sharply. In turn, the best defensive strategy is to keep attacking. A combo of a strong jumping kick, then a crouching weak kick, a weak Tatsumaki Senpukyaku and a Messatsu-Goshoryu takes nearly a third of an opponent's health.

For intimidation and entertainment, the Raging Demon is a great finishing move. The basic Asura Air Flash or Tatsumaki Senpukyaku can be avoided and countered by a skilled player. Heavy characters like Zangief can jump to avoid his attacks, making it difficult to recommend Dark Ryu compared to the mighty power of Akuma.

COLUMN 2

A HISTORY of CHARACTER FACES

In the Alpha and SF3 Series, the original style was abandoned and more stylish graphics were used.



With each step in the evolution of the Street Fighter series the changes in character design and graphics reflected the atmosphere of the game. Here you can see the faces of Ryu, Ken and Chun-Li, who were present in all three series. The images are divided into three major groups: Street Fighter II, Street Fighter Alpha and Street Fighter III.

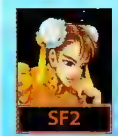
RYU

STREET FIGHTER II SERIES	STREET FIGHTER ALPHA SERIES	STREET FIGHTER III SERIES
SF2	ALPHA	SF3
CE	ALPHA 2	SF3 2nd
TURBO		
SSF2	ZERO	SF3 3rd
SSF2:T	ALPHA 3	

KEN

STREET FIGHTER II SERIES	STREET FIGHTER ALPHA SERIES	STREET FIGHTER III SERIES
SF2	ALPHA	SF3
CE	ALPHA 2	SF3 2nd
TURBO		
SSF2	ZERO	SF3 3rd
SSF2:T	ALPHA 3	

CHUN-LI

STREET FIGHTER II SERIES	STREET FIGHTER ALPHA SERIES	STREET FIGHTER III SERIES
 SF2	ALPHA	SF3 3rd
CE	ALPHA 2	
TURBO		
SSF2	ZERO	
SSF2:T	ALPHA 3	

JAPANESE CHARACTER MOVE TRANSLATIONS

As an added bonus, here's a comprehensive list of direct translations for the various special attacks in the Street Fighter series that aren't already in English.

KEN/RYU

Denjin Hadoken - Electric Blade Wave Motion Strike
Hadoken - Wave Motion Strike
Joudan Sokutou Geri - Upper Sword Leg Kick
Kuchuu Tatsumaki Senpukyaku - Midair Cyclone Hurricane Kick
Metsu Shoryuken - Destructive Rising Dragon Fist
Shakunetsu Hadoken - Red Hot Wave Motion Strike
Shin Shoryuken - True Rising Dragon Fist
Shinku Hadoken - Vacuum Wave Motion Strike
Shinku Tatsumaki Senpukyaku - Vacuum Cyclone Hurricane Kick
Shinryuken - Supreme Dragon Fist
Shippu Jinraikyaku - Swift Gale Thunder Kick
Shoryu Reppa - Rising Dragon Violent Wave
Shoryuken - Rising Dragon Fist
Tatsumaki Senpukyaku - Cyclone Hurricane Kick

AKUMA/ DARK RYU

Ashura Senku - Asura Air Flash
Gou Hadoken - Great Wave Motion Strike
Gou Shoryuken - Great Rising Dragon Fist
Hyakki Shu - Hundred Spirit Attack
Kongou-Kokurestsuzan - Country Destroying Adamantine Slash
Messatsu Gouhado - Deadly Great Surge
Messatsu Gourasen - Deadly Great Spiral
Messatsu Gousenpu - Deadly Great Whirlwind
Messatsu Goushoryu - Deadly Great Rising Dragon
Shakunetsu Hadoken - Red Hot Wave Motion Strike
Shungokustasu - Instant Hell Murder
Tatsumaki Zankukyaku - Sky Slashing Cyclone Kick
Tenma Gouzanku - Demon Great Sky Slash
Zankuu Hadoken - Sky Slashing Wave Motion Strike

CHUN LI

Hazan Tenshokyaku - Supreme Heaven Ascent Kick
Hazanshu - Supreme Mountain Kick
Houyokusen - Phoenix Fanning Wings
Hyakuretsu Kyaku - Hundred Tearing Kicks
Kikoken - Chi Energy Strike
Kikoshou - Chi Energy Blast
Sen'en Shuu - Spinning Circle Kick
Senretsukyaku - Thousand Tearing Kicks
Souhakkei - Double Energy Release
Tensei-Ranka - Heavenly Riot
Tenshou-Kyaku - Heaven Ascent Kick

E. HONDA

Oni Musou - Unmatched Demon
Ohicho Throw - Great Tree Throw

FEI LONG

Engekishu - Flying Rage Kick
Rekkaken - Raging Fire Fist
Rekkukyaku - Raging Wind Kick
Rekka Shinken - Raging Fire Grand Fist
Ryuu Yassai - Dragon 8-fold Smash
Shien Renkyaku - Flame Continuous Kick
Shienkyaku - Flame Kick

GUY

Bushin Goraikyaku - Bushin Strong Lightning Kick
Bushin Hassoken - Bushin Twin Fists
Bushin Musourenka - Bushin Unmatched Rapid Reap
Bushin Senpukyaku - Bushin Whirlwind Kick
Hayagake - Rapid Run
Hiji Otoshi - Knee Drop
Hozanto - Mountain Demolishing Dipper
Kage Sukui - Shadow Scoop
Kubikari - Neck Cutter
Kyuteishi - Sudden Stop

SODOM

Butsumetsu Buster - Buddhism Destructive Buster
Daikyou Burning - Madness Burning
Jigoku Scrape - Hell Scrape
Meido no Miyage - Gift From Perdition
Shiraha Catch - White Blade Catch
Tenchusatsu - Destruction From Heaven and Earth
Yagura Reverse - Turret Reverse

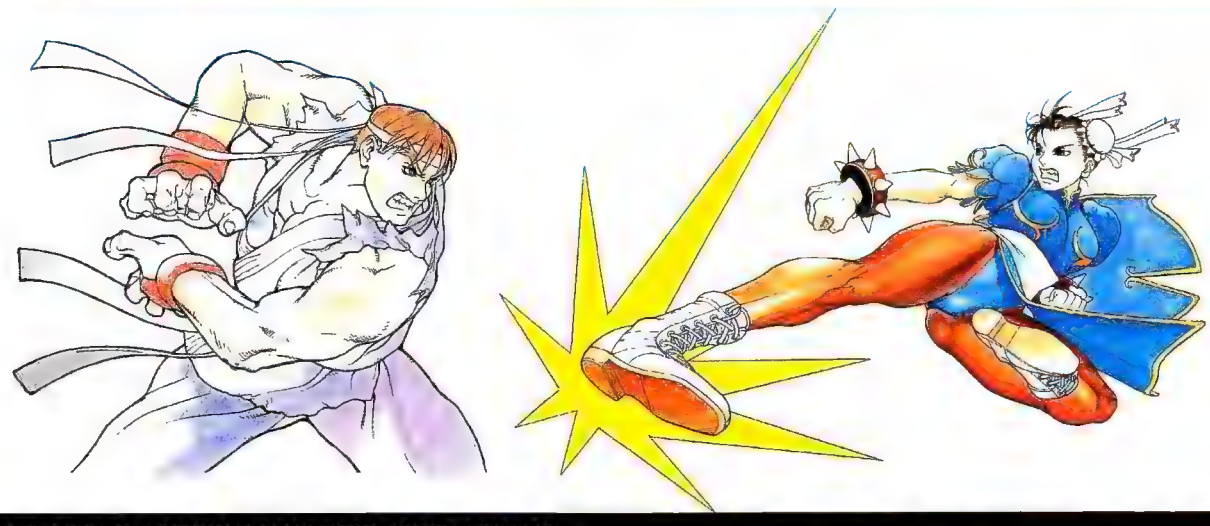
DAN

Chohatsu Densetsu - Legendary Taunt
Chohatsu Shinwa - Mythical Taunt
Dankukyaku - Bullet Wind Kick
Gadoken - Self Taught Fist
Hissho Buraiken - Certain Victory Trust No One But Myself Fist
Koryu Rekka - Shiny Dragon Violent Fire
Koryuken - Shiny Dragon Fist
Shinkou Gadoken - Vacuum Self Taught Fist

GEN

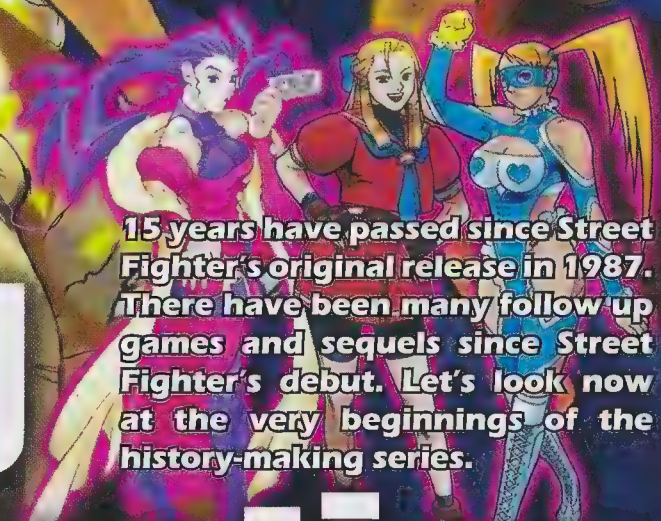
Gekirou - Violent Cascade
Hyakurenkou - Hundred Rapid Captures
Jakoha - Snake Bit Opening
Jasen - Serpent Drill
Kyoga - Lunatic Fang
Oga - Wandering Fang
Shitenshu - Death Point Curse
Zanei - Cruel Phantom

SAKURA	**Hadoken** - Wave Motion Strike **Haru Ichiban** - First Storm of Spring **Midare Zakura** - Cherry Blossom Riot	**Shinku Hadoken** - Vacuum Wave Motion Strike **Shouoken** - Cherry Blossom Fist **Shunpukyaku** - Spring Breeze Kick
KARIN	**Arakuma Inashi** - Wild Bear Leg Attack **Korenken** - Lotus Strike **Kouoken** - Great Tiger Attack **Mujinkyaku** - Endless Blade Kick **Hosho** - Cannon Strike	**Ressencho** - Violent Sharp Receive **Ressenha** - Violent Destructive Massacre **Shinpi Kaibyaku** - White Tiger Gate **Yasha Gaeshi** - Ruinous Return
YUN	**Geneijin** - Phantom Formation **Kobokushi** - Tiger Strike **NishouKyaku** - Twin Flying Kick **Senkyutai** - Arced Thigh Drill **Sourai Rengeki** - Rapid Thunder Spear Attack	**Tetsuzanko** - Iron Mine Lean **You-Hou** - Frying Roast **Zenpou Tenshin** - Forward Roll **Zesshou Hohou** - Technique to Move Without Stepping
YANG	**Byakko Soushoda** - White Tiger Paired Palm Strike **Kaihou** - Pleasant Kneel **Raishin Mahhaken** - Quaking Thunder Demonic Break Fist **Seiei Enbu** - Phantom Point Waltz **Senkyutai** - Arced Thigh Drill	**Tenshin Senkyutai** - Rolling Arced Thigh Drill **Tourouzan** - Praying Mantis Slash **Zenpou Tenshin** - Forward Roll
IBUKI	**Hashinsho** - Heart Strike **Hien** - Swallow In Flight **Kasumi Gake** - Running Mist **Kasumi-Suzaku** - Phoenix Mist **KazeKiri** - Wind Cutter **Kubikari** - Neck Breaker **Kunai** - Dagger	**Raida** - Lightning Strike **Tsukiji** Goe - Tsuiji Pass **Tsumuji** - Whirlwind **Yami Shigure** - Darkness Shower **Yoroi-Doushi** - Armor Piercer
SEAN	**Ryubi Kyaku** - Dragon Tail Kick	
ORO	**Jinchu Watari** - Human Sacrifice Crossing **Kishin Riki** - Terrible God's Strength **Niou Riki** - Niou's Strength	**Nichirin Sho** - Sun Palm **Oni Yanma** - Demon's Lament **Yagyou Dama** - Souls Travelling at Night
REMY	Note: Some of Remy's Moves are named quite differently in the original Japanese versions. Here are the comparitive names rather than a true translation:	**Blue Nocturne** - Heartbroken Nocturne **Cold Blue Kick** - Icy Blue Regret **Light of Justice** - Supernova of Rage **Rising Rage Flash** - My Beloved's Grief **Supreme Rising Rage Flash** - Virginal Rest
MAKOTO	**Hayate** - Rapid Gale **Oroshi** - Mountain Wind **Karakusa** - Elaborate Pattern **Tsurugi** - Sword	**Seichusen Godanzuki** - Midline Five Level Thrust **Abare Tosanami** - Wild Tosa Wave **Tanden Renki** - Spirit in the Abdomen



STREET FIGHTER®
ETERNAL
CHALLENGE

All Ending Introduction



15 years have passed since Street Fighter's original release in 1987. There have been many follow up games and sequels since Street Fighter's debut. Let's look now at the very beginnings of the history-making series.

Please note that the ending text reprinted here for the Street Fighter games correspond to the North American version of each title.

Many of these ending pieces are unaltered from the in-game text that was shown and thus may include grammatical or spelling errors that were present in those original endings.

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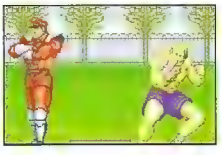


KEN

Ken was living a happy, ordinary life with his girlfriend named Eliza. But after meeting Ryu again, his old friend and training comrade, Ken found himself with a rekindled passion for combat that he'd previously lost. He traveled the world rebuilding his fighting prowess. After he achieved victory, his lover was suddenly there by his side again.

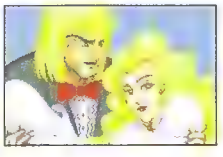
Eliza: Ken!

Ken: "Oh Eliza, what are you doing here?"

Eliza: "I came here to find you so we can be together again."

Ken: "Eliza…"

Ken once again gave up his life as a fighter and returned to live with the woman he loved.



BLANKA

Blanka grew up in the jungle, separated from his family after a tragic plane crash. He set out in search of his mother and hoped that if he became famous enough she might hear about him and seek him out. He used his animalistic powers to defeat his opponents until one day a lady appeared…

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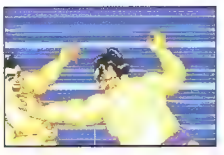

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While Dhalsim trained in Mystical Yoga arts, he meditated for the answer that could save his village from poverty. He fought all over the world, raising money and growing famous. After his son was born he had no choice but to return home to help raise him.

Dhalsim: "I can finally go home to my family. I've been gone so long."

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ABOUT THE STREET FIGHTER II ENDINGS

Back when Street Fighter II was released, characters in video games didn't tend to have detailed histories or backgrounds. The unique endings in Street Fighter II gave players more information about each of the characters and increased their sense of personality and depth. Each character became more fully realized, adding to their appeal.

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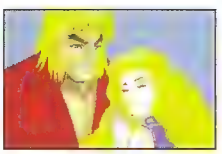

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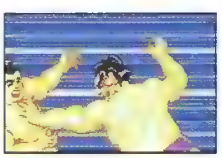

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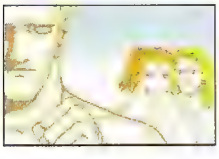

VEGA

Vega accumulated many fierce victories. He fought to prove his beauty, power and skill.

Vega: "This world exists only for the beautiful, so naturally only a gorgeous hunk of a man like me could win!!"

Vega stands victorious, stroking his long blond hair and adds calmly "The ugly deserve no mercy... so I destroyed them all!!! Hee hee hee!"

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SAGAT

For Sagat, defeating Ryu was not the end of his personal war.

The new "King of Street Fighters" looks around for the "Wandering Warrior" who is stronger than himself.

He thinks "Come back Ryu, get tougher and learn what it is to be a loser... Today, my great scar shows I have learned and overcome... until then I'll be waiting!!"

The title of the world's greatest fighter means nothing to him. It is the power of the fight and defeating a worthy opponent that he lives for. Maybe he was born to be a fighter.

BALROG

Becoming the number one boxer in the world to escape the poverty he grew up with was Balrog's lifelong dream.

Balrog: "Yaahhh!!... I'm number one!!"

Shouting in a loud voice, a victorious Balrog thrusts out his bloody fists at the crowd. He remembers what he learned growing up in the ghetto.

"Sometimes only the power of a man's fist can save his butt on the streets of life."

This belief has made him the greatest fighter in the world. Children all over the country once again may believe that the American dream is still alive.

M. BISON

There was no longer anyone standing in the way of his dreams of conquest.

Standing with his cape flowing behind him, the "King of Destruction" watches as his armies rise up to take over the world. Under the rule of his merciless fist, whole countries will be brought under his evil organization's control, bringing death and destruction to the anyone dares who oppose him.

Bison laughs and says "Thanks to you... the world is mine!!"

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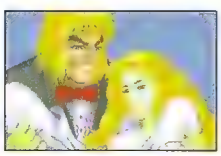

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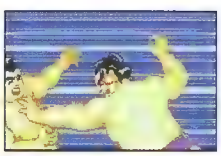

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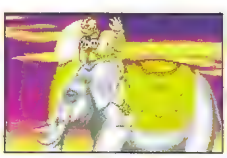

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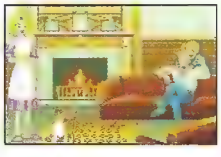


DEE JAY

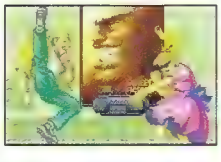
Dee Jay: "I got it! This is it! Got the two-in-one rhythm I've been looking for! Check it out. Knocked him down... kissin the ground! Combo'd that punk- ya Bison's a clown!"

With a flare for outrageous action and lyrics, Dee Jay went on to create a new kind of music.

Guy: "This new song is jammin'."

Girl: "Dee Jay is so cool!"

The stadium is packed wherever he plays.



CHUN LI

Chun-Li: "Father, your death is avenged. Now that I have destroyed Bison, his drug ring will surely collapse."

Afterwards the player was presented with a choice.

~ If the player chose "Get back to the exciting life of a young, single girl."

Punk: "Hey! That girl is too hot for a putz like you! She belongs with a stud like me!"

Chun-Li: "I belong to no one! Next time show a little respect when talking to a champion!"

Punk: "I'm sorry! I didn't recognize you! You're that new champion, Chun-Li! Forget an autograph! You have that kick I'll always remember."

Chun-Li: "Let's go. I guess he had to learn the hard way."

Punk: "Y... yes, let's go..."

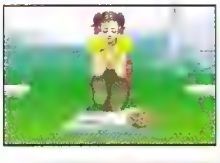
~ If the player chose "Continue being a detective."

Punk: "So, you came here alone! You must be stupid!"

Chun-Li: "Don't mess with me! I'm a detective!! Surrender now or feel the power of my deadly kick!"

Punk: "Everyone run! It's her!"

Chun-Li: "No one can escape from my mighty legs! Be good boys and give up and I may not hurt you!"



CAMMY

Cammy: "Tell me about my past, Bison."

Bison: "How could you forget about me, Cammy? Don't you remember, I..."

Cammy - "All that I remember is that you set me up and tried to kill me, but only succeeded in scarring my face! How could you do this to me?"

Bison: "I had feelings for you! I did not try to kill you! You had an unfortunate accident and lost your memory! Don't you remember? We were in love!"

Cammy: "No! This can't be possible. I couldn't fall in love with a man like you!"

Col. Wolfman: "Our mission has been completed. Let's go home."

Cammy: "Wait! What if what he says is true, I'm not the person I thought I was!"

Delta Red Agent: "Don't believe that slime ball Cammy!! No one could love a loser like him."

Cammy: "You're right! Now Bison can be scarred with the nightmare of defeat. Let's go home guys!"

SUPER STREET FIGHTER II PLOT EVOLUTION

Four new characters joined the Super Street Fighter II cast, Dee Jay, Cammy, Fei Long and T. Hawk. Each one had their own set ending and added new interesting facets to the Street Fighter cast. Dee Jay fought in order to spread his own style of dance and rhythm around the world. Fei Long wanted to prove that his fighting style wasn't just for movies. In comparison, Cammy and T. Hawk had much darker tales to tell. T. Hawk had his home destroyed by Bison and sought revenge, while Cammy was a special soldier in Bison's army who escaped. Bit by bit the different stories began to intertwine with one another. With the release of Street Fighter Alpha, a shared sense of history began to emerge.

BALROG

Balrog: "I made it!! I'm the strongest fighter in the world!!!"

Believing in his ability and strength, Balrog finally made his dream of being number one come true.

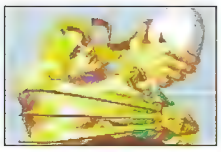
Balrog: "Only in America Baby!!! Now this is the life... ya know what I'm saying?"

VEGA

Vega: "Ha, ha, ha! Now I'm the Grand Champion... not to mention the most beautiful fighter on the Planet Earth!!"

Vega back at his mansion continues to praise himself on his victory and beauty. Perhaps he is the world's biggest narcissist.

Vega: "Who's next?!"



SAGAT

Sagat: "The title of 'World's Storongest', this is not the first time I have held it. Last time I lost it to a mere boy but never..."

Deep down Sagat knows that Ryu is more than just a lucky boy. The great scar on his chest reminds him every day of just how much untapped power Ryu has!

Sagat: "No! I will not underestimate again Ryu. Next we meet, one of us will not survive!!!"

M. BISON

Bison: "No one is left to interfere with my scheme now. Not even the 'Ancient One' was brave enough to challenge me. The world is mine!!"

Under Bison's rule, the world was wrapped in the darkness of one man's evil. M. Bison, the King of Chaos... will anyone ever defeat this evil scum bag???

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T. Hawk: "You drove my people from their home land! Why!?"

Bison: "Because I can take whatever I want... even you cannot do anything about that!"

T. Hawk: "Wrong Bison! I know how to deal with trash like you. Here is my home land. Here is where I belong!"

Under his eyes spread the desolate plain. No sign of life can be seen anywhere, but he feels his sacred blood boiling deep within his heart.

T. Hawk: "I'll reconstruct this place at all costs. No one shall ever disgrace my land and people again!! I swear upon the honor and blood of our tribe!"

FEI LONG

Movie Producer: "You're great! I've never seen combos like that! I'd like to get that four fierce re-dizzy combo on film! I can make you a star!"

Fei Long: "No thanks! There could never be another legend like the Great One and his son! I will honor their memory by training harder for the real fight so someday I can pass on my knowledge."

There are millions of martial arts students around the world. The memory of the greatest teacher the art has known lives on as students train around his monument from morning to night... perhaps Fei Long is with them.

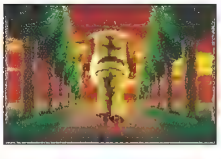
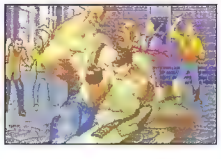
RYU

As the award ceremony begins, the crowd can be heard whispering…

"Where is the champion? Where is Ryu?"

Where is Ryu as his admirers chant his name?

Already seeking the next challenge. Ceremony means nothing to him. The fight is all.

KEN

Eliza: Ken!

Ken: "Oh Eliza, what are you doing here?"

Eliza: "I came here to find you so we can be together again."

Ken: "Eliza…"

CHUN LI

Chun-Li: "Father, your death is avenged. Now that I have destroyed Bison, his drug ring will surely collapse."

Afterwards the player was presented with a choice.

~ If the player chose "Get back to the exciting life of a young, single girl."

Punk: "Hey! That girl is too hot for a putz like you! She belongs with a stud like me!"

Chun-Li: "I belong to no one! Next time show a little respect when talking to a champion!"

Punk: "I'm sorry! I didn't recognize you! You're that new champion, Chun-Li! Forget an autograph! You have that kick I'll always remember."

Chun-Li: "Let's go. I guess he had to learn the hard way."

Punk: "Y… yes, let's go…"

~ If the player chose "Continue being a detective."

Punk: "So, you came here alone! You must be stupid!"

Chun-Li: "Don't mess with me! I'm a detective!! Surrender now or feel the power of my deadly kick!"

Punk: "Everyone run! It's her!"

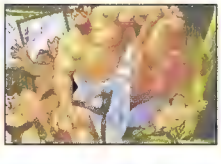
Chun-Li: "No one can escape from my mighty legs! Be good boys and give up and I may not hurt you!"

E. HONDA

Gorbie: "Comrade Zangief you have made your country proud and shown that the Soviet spirit can overcome all obstacles. Now it's time to celebrate in the appropriate Russian fashion."

Zangief: "Mr. President, you dance very well."

Gorbie: Well, you know, it keeps me in shape, come on! Everybody dance!"



BLANKA

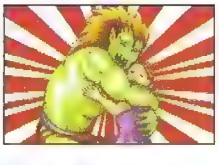
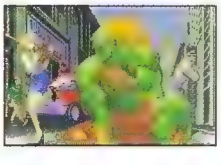
Samantha: "Jimmy…? Are you my long lost son, Jimmy?"

Blanka: "Who are you? Why would I be your son? My name's Blanka."

Samantha: "My son was lost in an airplane crash over Brazil when he was only a little boy. Wait! That anklet… I gave that to you on your birthday!"

Blanka: "Mommy!"

Samantha: "Jimmy!"

CAMMY

Cammy: "Tell me about my past, Bison."

Bison: "How could you forget about me, Cammy? Don't you remember, I..."

Cammy - "All that I remember is that you set me up and tried to kill me, but only succeeded in scarring my face! How could you do this to me?"

Bison: "I had feelings for you! I did not try to kill you! You had an unfortunate accident and lost your memory! Don't you remember? We were in love!"

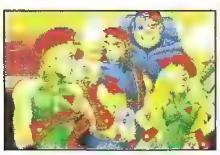
Cammy: "No! This can't be possible. I couldn't fall in love with a man like you!"

Col. Wolfman: "Our mission has been completed. Let's go home."

Cammy: "Wait! What if what he says is true, I'm not the person I thought I was!"

Delta Red Agent: "Don't believe that slime ball Cammy!! No one could love a loser like him."

Cammy: "You're right! Now Bison can be scarred with the nightmare of defeat. Let's go home guys!"



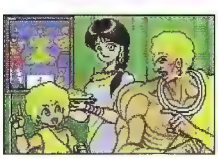
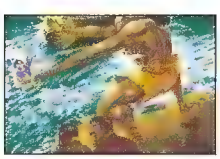
DHALSIM

Dhalsim: "I can finally go home to my family. I've been gone so long."

3 years later...

Datta: "Dad, what's that picture?"

Dhalsim: "That's just your Dad in his past life."

GUILE

Guile: "Hey Bison, remember me? Me and Charlie? Remember Cambodia?

Bison: "I remember, Guile. You're not the runt you were then. Go ahead kill me quickly."

Jane: "Honey stop!"

Guile: "Jane?!"

Jane: "Please dear, killing Bison won't bring Charlie back. It will simply make you a murderer just like Bison. Please come home. Let's start over."

Guile: "But I deserted you!"

Amy: "Please Daddy! Mommy and I still love you."

Guile: "Amy? Is that my little Amy?"

Jane: "Would you like some tea, dear? Honey what's wrong?"

Guile: "Huh... oh, nothing sweetheart. I just feel like I'm waking up from a long nightmare. I love you Jane."

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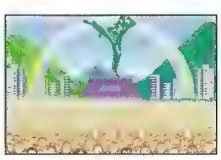

AKUMA

In the US release of Super Street Fighter I Turbo, the Akuma ending was a simple scroll of the production credits. For the Japanese release:

~If the last fight was against Bison~
Gouki: "Evil Emperor you say... nothing more than words. Real victory can only come from a fist. That is all."

There was no one to stop Akuma from that moment onwards.

~If the last fight was against Akuma~
Akuma: "Something within... what's this?"

??: "I am the shadow of the condemned. You have killed the demon of this curse, and so you shall be condemned no more!"

Akuma: "I now reside in darkness. Even death is beneath me... excellent!"

.... That man returned to the darkness and disappeared.

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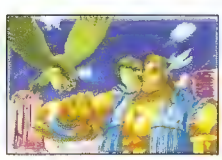

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Zangief: "Mr. President, you dance very well."

Gorbie: Well, you know, it keeps me in shape, come on! Everybody dance!"

DEE JAY

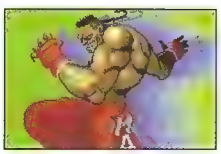
Dee Jay: "I got it! This is it! Got the two-in-one rhythm I've been looking for! Check it out. Knocked him down... kissin the ground! Combo'd that punk- ya Bison's a clown!"

With a flare for outrageous action and lyrics, Dee Jay went on to create a new kind of music.

Guy: "This new song is jammin'."

Girl: "Dee Jay is so cool!"

The stadium is packed wherever he plays.



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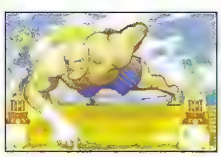
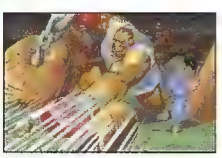


BALROG

Balrog: "I made it!! I'm the strongest fighter in the world!!!"

Believing in his ability and strength, Balrog finally made his dream of being number one come true.

Balrog: "Only in America Baby!!! Now this is the life... ya know what I'm saying?"



VEGA

Vega: "Ha, ha, ha! Now I'm the Grand Champion... not to mention the most beautiful fighter on the Planet Earth!!"

Vega back at his mansion continues to praise himself on his victory and beauty. Perhaps he is the world's biggest narcissist.

Vega: "Who's next?!"

SUPER STREET FIGHTER II PLOT EVOLUTION

Bison may have been the leader of Shadaloo and the Four Bosses, but as could be garnered from the endings of each of them; their individual aims were quite different.

Bison used his power as leader to maintain dominance over Sagat, Vega and Balrog. Given a strong opportunity however, they would have likely overthrown Bison.

Balrog agreed to join Bison because he wanted to achieve his childhood dream of being the number one fighter in the world. Vega wanted to pursue his quest to eliminate all that was ugly and hoped that Bison would give him the chance to do so. Sagat was consumed with his past battle against Ryu and therefore fought to regain his title as Emperor (after defeating Bison as well).

Without their endings, the complicated relationships, and varied goals that the Bosses had, would not have been known. Their established histories made them more appealing and interesting in new and exciting ways.

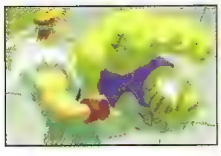
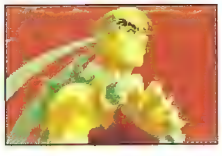
RYU

Sagat: "I hate you Ryu! More than ever! It's not over! You will die!"

Sagat stares hard! Ryu ignores him! Ryu feels empty! And very upset!

Ryu: "Is that it! Great! You are weak. Sayonara! One more thing. A true warrior fights with skill not anger!"

Ryu leaves Sagat behind As he walks away, he meditates on the true way of the warrior.

CHUN LI

Chun-Li: "Give up Bison it's over. Now!"

Bison: "Such anger in such a beautiful woman. Join me or die!! Either way I win."

Chun-Li: "No thanks to both."

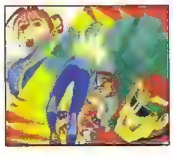
Bison: "You're as stupid as your father. So I'll kill you like I did him!"

Chun-Li: "No!!!"

Almost as if in dream Chun-Li cries out "Father!" Sometime later...

Agent: "Chun-Li, are you alright?!?"

The agent explains that Bison escaped Thai Land, maybe. Chun-Li has but one goal in life, to destroy Bison and avenge her father's death!



KEN

Ken: "You fight with the fury of a tiger."

Ryu: "As do you my friend. I must return to Japan. What are your plans Ken?"

Ken: "I must return home to America. Someone has issued a challenge to me."

Ryu: "See you then."

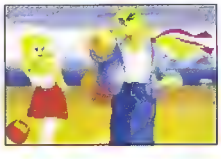
Ken: "Take care."

Back in America Ken finds his challenger at a Karate tournament. After destroying the opposition he meets a very pretty girl.

Eliza: "You fight well but why do you fight? For money, fame or for the attention?"

Ken: "There's a man that I must defeat. Until that day I will not stop. He must pay."

Eliza: "I wouldn't want to be him. By the way my name is Eliza."



CHARLIE

Charlie: "Charlie to base. Over."

Base: "This is Base. Go ahead."

Charlie: "Send a recon team. Looks like we got ourselves one drug lord to bring in. Tell them to come in nice and quiet. We've got him now. I'm taking him down hard. Base, hurry up with the back... ...!

Base: "Say again. Over. Communication br..."

Soldier: "You got to him too late. He spoke to his army base."

Bison: "His army is my army. Bison rules all. Did he truly believe I would let him live. He was a fool!"

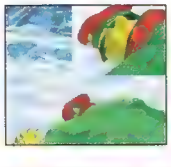
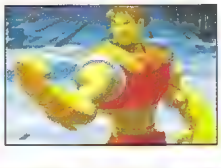
GUY

Guy: "Now I am ready."

After years of practice Guy has found his inner power.

Guy: "Bison. Such power in the hands of evil. You could have been a great man. A great warrior if you tried harder. I leave you with your conscience."

Bison: "You will pay for this insult Guy."

BIRDIE

Notorious thug turned killer, Birdie earned his place under Bison.

Birdie: "I feel like thrashing Yanks! One day mate I'll have it all. Watch the Birdie. I'm the best there is mate. Do you well to remember that! Shadaloo!!"

Is Birdie thinking about taking over? Will he kill Bison to reach his goal?

SODOM

Rebuilding of Mad Gear. With new determination the Mad Gear gang begins the reconstruction of the new HQ.

Sodom: "Gentlemen! Our new gang name. We will take over. How do you like? Can you read it?"

Sodom hopes that the name will spread fear all over the world.

Gang: "That's so stupid!"

ADON

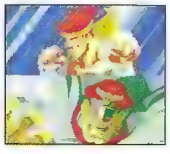
Adon: "I am the strongest fighter ever. I crushed Sagat as I will crush any who opposes me! ...!"

Bison: "You could be a valuable asset. Join me in taking over the world. Join me or die."

Adon: "I care not for you or your drugs. Now out of my way drug lord!"

Bison: "No one speaks to me in such a tone."

Adon: "Bison if you fight me, you die!"



ROSE

Bison: "Arrghh!"

Rose: "How do you like my Soul Power now?"

The Soul Power of Rose is the one thing that can defeat Bison's Psycho Power. With her last bit of Soul Power Rose defeats Bison.

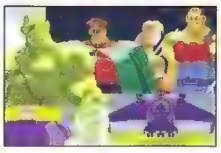
Rose: "I have done what I was sent to do. I feel as if I may have used up all..."

Exhausted and near death, Rose hears what sounds like a heartbeat. Was it Bison?

SAGAT

Sagat: "Revenge is a dish best served cold. But now that I have defeated Ryu why do I feel so empty? Why did he look at me with pity? Ryu is a man of honor. Perhaps he held back. Ryu would not do that? Would he? I must know if he fought with all his strength."

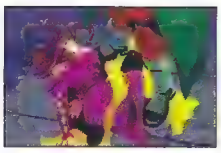
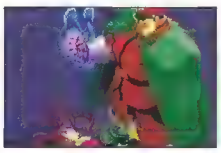
Bison: "Sagat give up this foolish vendetta. You've won. Now Sagat if you wish to be feared, you must master Psycho Power."



M. BISON

Bison: "Soul Power is nothing to me. You wasted my time and your life. So pitiful."

With Rose defeated Bison replays the battle in his mind over and over. Is there no one to stop him from ruling the world?

DAN

Dan: "I made it, dad! Saggat is gone and you can rest. Nothing can touch me now!"

Bison: "Such confidence..."

Dan: "Who the heck are you?"

Bison: "My name is not important. Come with me and I'll make you... the strongest in the world!"

Dan: "You're a little late, pal. I'm already there!"

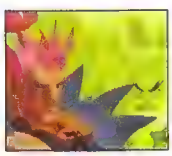
Bison: "When we meet again my young friend... you will regret your decision."

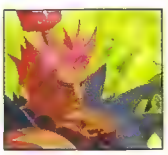
AKUMA

If evil has a name it is Akuma! Many have opposed this warrior. All have failed. Powerless against his great skill even Bison fears the mighty Akuma.

Akuma: "There is no one who can defeat me. My quest is at an end. Yet I am... empty..."

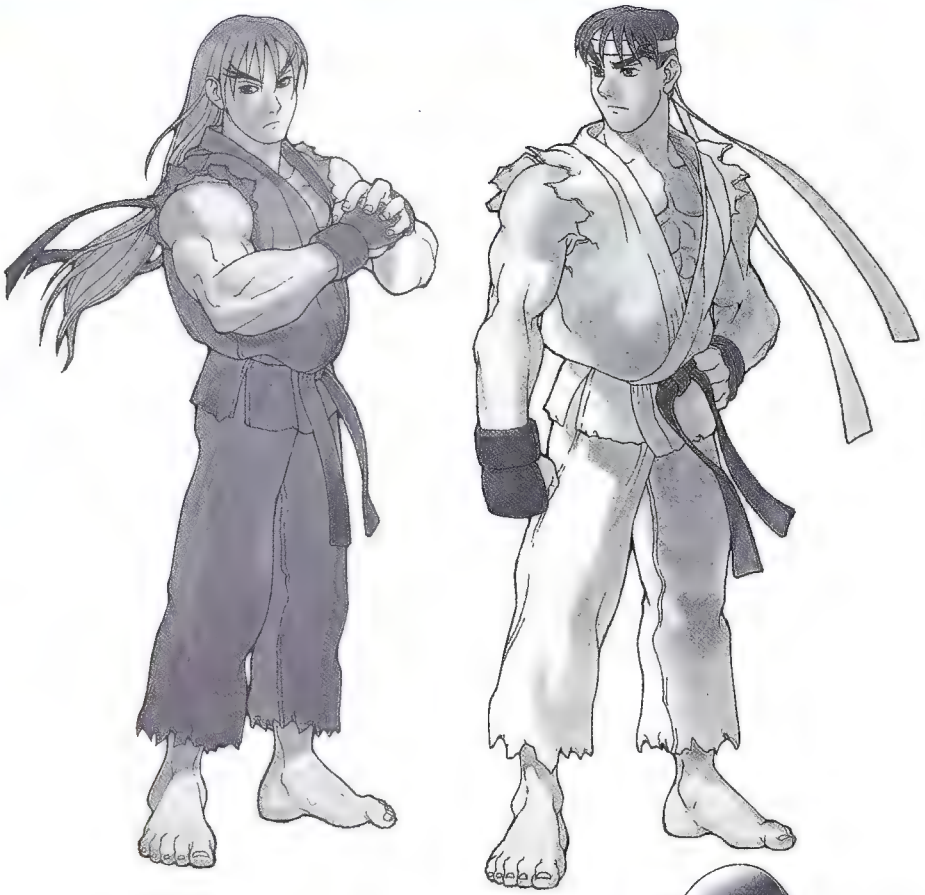
For some, it's the path not the goal.





THE YOUNGER DAYS OF RYU AND THE OTHERS

The Street Fighter Alpha series took place when Ryu and his fellow fighters were fairly young, as is evident in the endings. Ken first meets Eliza and the origins of Chun-Li's quest to take down Bison were revealed. The reasons behind Bison's quest to conquer the world also made for some very interesting story developments. A number of characters from Street Fighter I reappear in this series and added their unique histories to the larger story being created. The Alpha series sought to bring together the various stories of the entire Street Fighter cast into one large, interwoven plot.



STREET FIGHTER ALPHA WARRIORS' DREAMS

RYU

Akuma: "You posses the same power as I. When the 'Evil Intent' awakens within you, then you will know. All these past battles will seem like child's play."

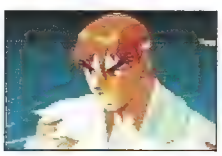
Ryu: "W... what?! The island... it's... it's disappearing!?"

Akuma: "When you have learned to summon all your inner power, find me. Then we will truly learn who is more powerful."

As Akuma's island disappears... So does Akuma. Leaving behind the feeling of his evil presence.

Ryu: "AKUMA!!"

Left only with the sense of his untapped powers... Akuma's words give Ryu yet another test. Ryu's journey, to be a true warrior, is never ending.



KEN

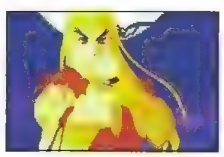
Ken: "Get up Ryu! Something's bugging you. Your heart wasn't in it this time. That battle with Sagat really messed with your head man. Stay focused! Remember, it's nothing but the fight I guess?!"

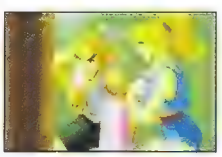
Ken: "Here, you keep this. If you loose it again, this will remind you of me and the fight.

Ryu: "!!!! Thanks, Ken. You helped me a lot!"

They left each other... going their separate ways. Promising to meet and fight again.

Ken: "I was lucky! He was stronger than I expected. I've got to pump up my training or I won't be so lucky. Next time... he'll be helping me up!"





CHUN LI

Bison: "Chun-Li! You surprised me! Next time I'll use both hands. Unfortunately, I have no time for these petty games."

Chun-Li: "Where do you think you are going?"

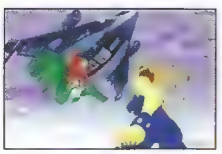
Bison: "Don't worry child, we will meet again. I hope you'll amuse me then. More than your father did!! Ha Ha Ha Ha!!"

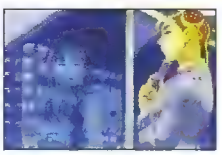
Chun-Li: "...my father? Bison! It was you! You killed my father!"

...Bison disappeared to the underworld. A few days later... at the China Branch Interpol Headquarters...

Director: "Chun-Li, I have appointed you as Special Investigator of Shadaloo. Revenge your father's death with us!"

Chun-Li: "I'll get you Bison! Next time we meet, we'll settle it! ...This is the last time I cry. Don't worry... Father!"





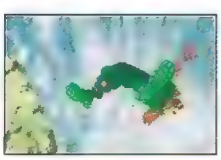
CHARLIE

Charlie: "Get up! Tell me everything you know! What's your connection to the Army Brass? Who put you up to this? TALK!! ... What the...?! NOOOO!

Charlie: "(WHY?!) Ahhhhhhhh...."

American Soldier: "Commander Bison, Should we send a 'recon' unit to confirm his death?"

Bison: "No. No one could survive that fall. Even if he is alive, he won't be back. Now he knows that everyone has a price."



BIRDIE

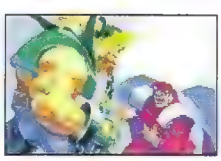
Birdie: "I am the BEST! What do you 'ave to say for yourself Bison?"

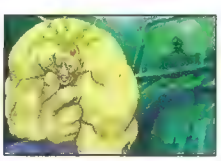
Bison: "You are strong. O.k.! I'll accept you as a member of Shadaloo."

Birdie: "With my help you can rule anything your 'eart desires!"

Shadaloo Command Center. Data room.

Birdie: "YEAH!! Bison, you lunatic! Now I know your hidden agenda. You won't exploit me! I'm outta 'ere! Watch your back, mate."





SAGAT

Sagat: "I've defeated Ryu. I am the Champion! I've gotten my revenge. But, it seems a hollow victory. Champion, bah! I know now... That's why Ryu stared at me. He knew, he just didn't say."

Bison: "What's the matter Sagat?"

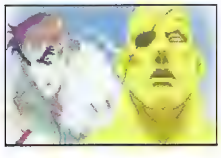
Sagat: "I'm getting off here. I have something I've got to do! Later, you must tell me about your 'Psycho-Power'."

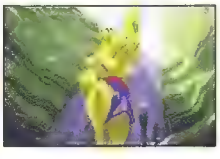
Bison: "O.k. Go now. You are on my path. Come back to me when you are stronger."

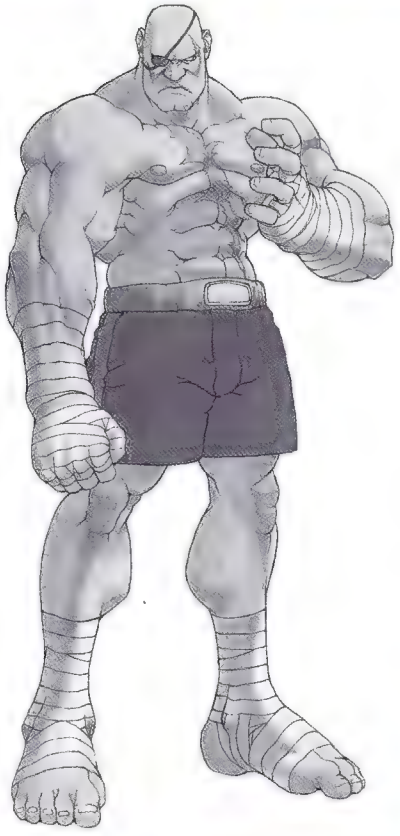
Leaving Bison, Sagat decides to train alone.

Sagat: "Damn! I'm going to need a more powerful move than Tiger Blow next time! But, I must find it on my own!"

Sagat's mind is clear... as he searches for his own inner strength to be a True Champion!







ADON

Adon: "Sagat, you're through! Your Muay Thai is old and useless. If you try me again... I'll crush you! YEAHHH! Out with the old. In with the new."

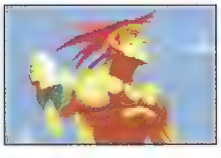
Months later at a Muay Thai arena... 10 minutes before the main event with the champion Adon.

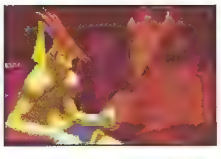
Staff: "Master Adon! There is a problem! Your challenger was killed by a mysterious warrior moments ago!"

Adon: "Who? What did he look like?"

Staff: "Dressed in black with red hair. He didn't look... he wasn't..."

Adon: "I know him. He uses the same power Ryu used to defeat Sagat. I must annihilate him now to prove... Adon of Muay Thai is the mightiest champion of THIS World!"





ROSE

Rose: "You're finished, Bison!"

Bison: "Never!"

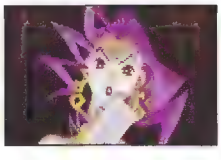
Rose: "It's over. I've sealed his 'Psycho Powers' forever... I think."

Unable to escape her ominous feeling, Rose consults her Tarots... expecting to see Bison's end.

Rose: "What?! How can this be? This is the card of... There must be some mistake! NO!!!! The nightmare should have ended."

Paralyzed with fear, she realizes she is powerless.

Rose: "It's not over... yet!"



SODOM

Defeating Guy, Sodom starts reconstructing Mad Gear. In search for strong allies, he visits Japan.

Sodom: "{The Old Coke Factory??} ...Oh, here it is. Sumo wrestlers... the strongest fighters in japan. Mad Gear will be invincible if I can persuade them to join.

Announcer: "In this corner, weighing 450lbs... Fujimoyama! ...And, in this corner... What?! Who are you?"

Sodom: "I am Sodom. I've come to recruit Sumo wrestlers. I'm interested in only the strongest. Are you up for the challenge?"

E. Honda: "You don't know me, little man. I welcome your challenge!"

Both: "YAAA!!! HI-YAAA!!!"

M. BISON

Bison: "Ha ha ha ha!! So Ryu, you want ultimate strength? I can make your dreams come true!!

The laboratory at Shadaloo headquarters.

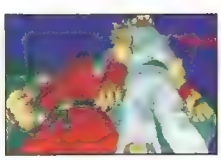
Bison: "What's taking so long?"

Scientist: "He is resisting, sir! No one has ever held up this long."

Ryu: "You are truly unique, Ryu. You amuse me. But, I'm tied of this game. Give in! Don't you see... I can make you the strongest fighter ever! Side by side we will be invincible!"

Ryu: "Ieeeee...."

Ryu is racked with pain as enormous power is forced into his body. But his mind is strong. Can he survive? Will his unknown 'power' awake... What is the answer???



DAN

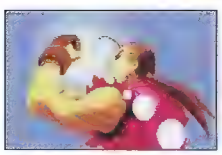
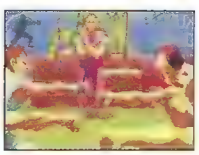
Dan: "I've made it... Yahoo! I've finally avenged your death! I'm the strongest now, and the best!!"

Back in Hong Kong, Dan opens a school where he can teach his style.

Dan: "(for you, my father... People all over the world will soon know my powerful moves!!)"

Dan: "What's the problem? You must focus to be a Saikyo style warrior!!"

With blind ambition, Dan pursues worldwide fame. Is this his destiny?

DHALSIM

After returning to his village, Dhalsim sinks into deep meditation.

Dhalsim: "I must cleanse myself of the evil force which has taken over my mind. What good could possibly come from my damaging power?"

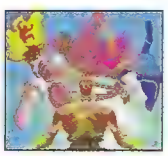
Villager: "Oh Great Yoga Master Dhalsim. Your victories have truly blessed us. Medicine, food, shelters... All the people in the village thank you."

Sally: "Husband."

Dhalsim: "Yes... have I created bad karma?"

Sally: "No. You have made things better for all. I'm very proud."

Dhalsim: "I hope you are right. Does the end justify the means?"



ROLENTO

Rolento: "The time has come! Enough of this 'panty-waist politicking'! This country needs a powerful militia! We need discipline, order, strength, power. I'll make soldiers out of the whole, damn, lot of them!"

Rring... rrring...

Mike Haggar: "Yes. What is it?"

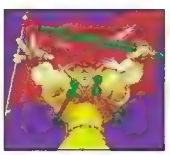
Person: "Mayor! The whole city is in an uproar!"

Mike Haggar: "What happened?"

Person: "A man named Rolent is terrorizing the city! He's driving through the business district in a tank!"

Mike Haggar: "What?!"

Rolento: "Listen up, you pencil pushing geeks! I will rebuild this country if you all follow me. I'll make this country the strongest in the world!"

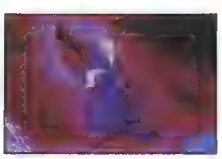
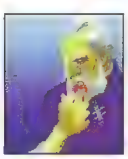


GEN

Akuma: "...What's your problem? Finish me now! What are you waiting for?"

Gen leaves Akuma to his fate. What is on his mind?

Gen: "It would be no challenge to finish him. But then my greatest joy for my remaining days is lost. Uh... I'd rather die fighting!"

ZANGIEF

Zangief: "Ha ha ha ha! See? This is the true power of Mother Russia! What?!"

Gorbie: "I've seen all your fights, comrade."

Zangief: "I did it all for the Motherland, my tzar."

Gorbie: "Our country demands great responsibility of you. You must prove to all the world the unbeatable power of Russia. Your success is my, uh... our success."

Working at the training facility, he grows even stronger.

Gorbie: "Comrade our budget is limited, but we will continue to support you. With your success Russia will once again rise to power. I'm sending you a bottle of our finest vodka. CHEERS!! All the best, comrade.

SAKURA

Sakura: "Wait! Where are you going? I want to be stronger. I want to learn more. Please! Please teach me! Be my master!!!!"

Ryu: "I'm still learning myself. I don't have time for school girl games! You're on your own. I've got to go."

Sakura: "At least give me something to remember you by!"

Sakura: "(He took it easy on me, I just know it! What did he mean – 'he is still learning'? I thought street fighting was just for fun. Maybe he knows the true meaning of 'fight'. I have to see him again to ask him."

Friend: "Good morning Sakura. Who's that?"

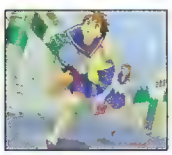
Sakura: "My master, maybe?"

Friend: "What?! What do you mean?"

Sakura: "Forget it. We don't have time. We'll be late for school!"

Friend: "Hey! Wait for me!"

Sakura: "I'm going to need a crash course."



GUY

Guy: "I've got it!! I've found the inner secret!"

With driving force, Guy brings new life to the old Bushin style.

Zeku: "You have tapped the power, my pupil."

Guy: "Master."

Zeku: "Remember my son, Bushin style is only a name. Do not be impressed by its label and you will be truly strong. Fighting style is not something handed down, but something created."

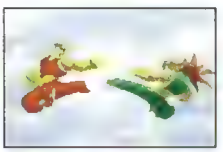
Guy: "Master, you once told me... to be a Master, I must overcome everything. The time has come!"

Zeku: "Do you stake your life on it?"

Guy: "Of course!"

Both: "YAAAA!!"

There is no hatred in the faces of Master and Disciple. Only the spirit and fighting power from facing a worthy opponent."

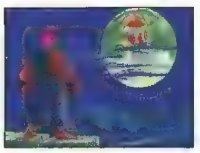


AKUMA

Gen: "I'm finished, Akuma! You have won! (Come on. Just a little closer.)"

Gen: "What?! He knew. He's gone! Where'd he go?!"

Akuma: "Worthy opponents have challenged me... Maybe this world is not as weak as I thought. I could live in this mortal place and perfect my killing power. I will be next... to die! Ha ha ha ha!"



DARK RYU

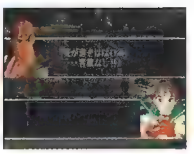
After defeated Akuma, Ryu's fists were smeared in red.

He didn't know where he was going and was plagued by many doubts.

Had he been consumed by the Dark Hadou?

Had he surpassed Akuma to become "The Fist of Destiny"? Could he live with that?

Over time the answers to these questions would appear but a great deal of training remained before that would come to pass.



PLOT EVOLUTION FOR THE ENDINGS!!

While the Alpha series established the beginnings of a cohesive Street Fighter storyline, Alpha 2 brought forth bigger evolutions of the overall plot.

Ryu's relationship with Akuma and the existence of the "Dark Hadou" (also known as the 'Evil Intent') were developed. Also established was the existence of Gouken, Ryu and Ken's teacher. It was revealed that Ryu could potentially succumb to the power of the Dark Hadou. Akuma's ending also showed that Gen, much like Ryu, wanted to see Akuma defeated.

Bison's ending revealed how he wished to use Ryu's power to enhance his own. This was not explored any further though after Street Fighter Alpha 3. Through these endings the players could imagine what would have occurred if things went differently from the established storyline of Street Fighter II.

One of the most key points of the Alpha series was the appearance of the Evil Ryu, his eyes glowing to show how consumed he had become with the power of the Dark Hadou. In the quest to achieve his ultimate potential Ryu became just like Akuma, consumed by the immense power of the Hadou.

RYU

Ryu's body was taken over by Bison's Psycho-Power. As he fought to keep control of his mind, Ryu heard the voices of his long-time sparring friend Ken and the other fighters from his past calling out to his soul. They all urged him to keep searching for answers and keep fighting.

Ryu reached deep down within himself with newfound strength and overcame Bison's power, leaving the overlord of Shadaloo defeated.

Ryu: "I've found a new awareness! I thought I was finished... But there are so many things I never thought were possible! The more we study martial arts, the more fearful it becomes... But it is so magnificent in its unlimited vastness."

His journey would continue onward.

KEN

Ken's grueling final battle with Bison came down to one last blow. With Ryu's help Ken landed the finishing move on Bison. His Dragon Punch hit Bison dead-on and launched the evil overlord through the air.

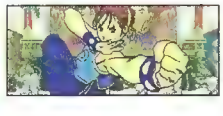
Ken: "Wait for me Ryu... I'm not the fighter I used to be... With my own way I'll test my skill and improve myself!! So the next time we meet we can remember every single moment of our fight! For those are the most precious moments of all..."

CHUN LI

Bison had planned on beginning his world conquest by attacking the largest capital cities in the world with his Psycho-Drive machine. But Chun-Li thwarted the plan by turning Bison's own weapon against him.

Chun-Li: "It's okay now... the nightmare has ended! But... my job is not yet finished. My fight to strike down the evil of individuals like M. Bison has just begun."

So Chun-Li set off on a new path, now fully in charge of her own destiny.

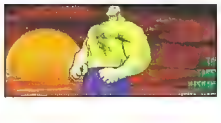


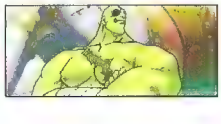
SAGAT

Although Bison had been defeated by Sagat's fighting prowess, the overlord of Shadaloo still had enough strength to try and take over Ryu's body with his Psycho-Power. With Sagat's soul calling out to his, Ryu was able to fight off Bison's power.

Sagat: "I used to be praised as the Emperor of Muay Thai! But now... I feel overwhelmed with excitement! Yes... You are the one I need to defeat... Ryu!!! My final destiny... You are the only man worthy of it!"

Their next fated battle would come soon.



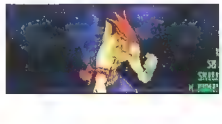


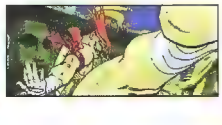
ADON

Adon continued his search for the man with the "Ten" (also could be translated as 'Heaven') character on his uniform. While he was battled Bison, the mysterious man appeared out of nowhere and defeated Bison with a flurry of energy.

Adon: "It was the man bearing the 'TEN' symbol, as I suspected. He obliterated Bison's Psycho Power in one deadly moment... I must have that power! For the new Muay Thai legend... I will!"

With a new goal in mind, Adon trained even more rigorously than before.



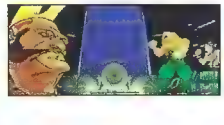


BIRDIE

With Bison defeated, Birdie searched for the Psycho-Drive so he could use its power for himself. Finding the secret weapon, he strapped himself into it, but instead of gaining power he found himself severely weakened. Chun-Li and Charlie found him trapped in the machine and were able to easily apprehend him in his feeble state.

Birdie: "I didn't do anything! Why did this happen to me?!"

His bitter cry of defeat echoed throughout the base.

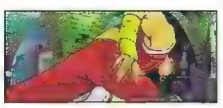


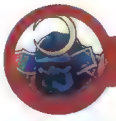
GUY

With his powerful fighting technique, Guy was able to defeat Bison. After the battle, he contemplated the incredible power of his abilities.

Guy: "So this is the power of Bushin. An awesome burden for one man. I literally hold the power of life and death before my fists. Questioning the morality of right and wrong is irrelevant. Master Zeku has entrusted me the successor of Bushin style. And so it is my destiny to be burdened with this great task."

From then on, Guy continued his endless training.



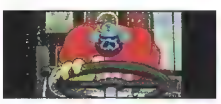


SODOM

As long as the Psycho-Drive existed Bison could just keep resurrecting himself from the dead. Sodom knew this and decided that something had to be done to defeat Bison once and for all.

Sodom: "This is my big chance to do the 'Kamikaze' attack!"

Sodom drove his truck into the Shadaloo headquarters, crashing it into the Psycho-Drive and destroying all of it in one brutal suicide strike. Sacrificing himself selflessly, Sodom would always be remembered as a true Samurai.

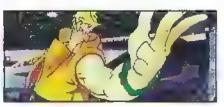


CHARLIE

The only way to truly end Bison's seemingly limitless power was by destroying the Psycho-Drive device. With that in mind Charlie attacked the Shadaloo base with his jet fighter, bombing the Psycho-Drive and firing at Bison with the plane's machineguns to insure that his evil was destroyed once and for all.

Charlie: "Only now is when the real battle begins... The roots of evil have spread throughout the world. Until every sin and atrocity has been punished by justice my duty will not be complete!"

Charlie's determination to fight evil anytime or anywhere burned intensely.



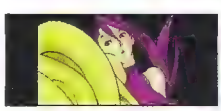
ROSE

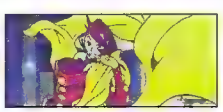
Bison: "Just imagine your future...! Can you see it?! Can you see who truly wields the power granted only to us?"

Bison: "Two separate lives share the same... soul..."

Bison's soul passed on and retuned to his new destined body. Soon after, Guy arrived to find Rose unconscious...

Guy: "That man is gone... He is no longer a threat to this world... Then... what could this be...? What is this sudden chill...?"





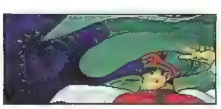
M. BISON

Bison: "At last! You are finally in my hands, Ryu... You... Your power... I will use it well! For my ambition!"

Bison used Ryu's inner power as an energy source to power his ultimate weapon. To test the weapon, Bison leveled an entire city.

Bison: "Ha ha ha ha ha! Magnificent! The ultimate destructive power! Nothing can stop my ambition! As long as Ryu's power and body are in my hands, I am supreme! Let the name of 'Shadaloo' echo for all eternity!"

There was no one left to stop Bison's mad ambitions...



AKUMA

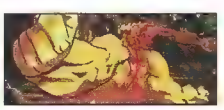
Akuma launched the deadly Raging Demon attack at Bison and destroyed Bison's body completely.

Akuma: "The Raging Demon... its power is unequaled... It is not my fist, but your past sins that will kill you... the more evil your past doings, the more painful your death."

Then the reclusive assassin Gen appeared.

Akuma: "Face me now... Witness the death of your soul!"

Akuma and Gen charged at each other to begin their fated final encounter.



DAN

Bison's world conquering ambitions were crushed by Dan.

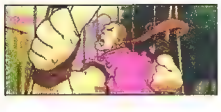
Dan: "From now on, I'm gonna use your hideout for the Thailand branch of my Saikyo style dojo!!"

...Several days later...

Dan and Blanka began using the Shadaloo headquarters to train in the Saikyo fighting style. Meanwhile Charlie found the base as well...

Charlie: "So this is Shadaloo's secret base... we've found it at last. Let's neutralize this area, and crush them all with the latest bomb developed for the counterattack!!"

The school of Saikyou-ryu was in imminent danger. Would Dan survive?

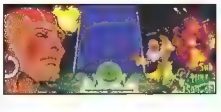


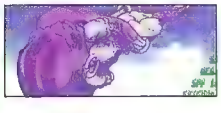
DHALSIM

After Dhalsim defeated Bison, he noticed that evil energies still remained. The origin of Bison's energy laid deep within Shadaloo's headquarters. With his Yoga powers Dhalsim was able to contain and destroy the evil powers of the Psycho-Drive.

Dhalsim: "As long as the evil sources are completely destroyed... I can return to my village."

Dhalsim managed to thwart the evil power of Bison but no one else witnessed his bravery and there was no formal record of his involvement.





ZANGIEF

After defeating Bison, Zangief knew he must somehow destroy the Psycho-Drive in order to protect mother Russia from its evil power. But with Bison dead he had no idea how to destroy it!

As he searched for a solution, Zangief came across E. Honda who was looking for drug running criminals to bring to justice. Explaining the problem to Honda, they managed to work together and destroy the deadly Psycho-Drive before Bison could fully resurrect himself once again.

Zangief: "Together, there is nothing we cannot destroy!!"

Zangief returned home victorious and he brought his newfound comrade along with him. E. Honda and Zangief were both rewarded as true heroes of Russia.

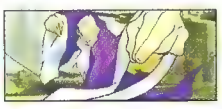
GEN

Gen: "The weak shall perish... that is nature's law..."

Bison could not provide Gen with the warrior's death he so desired.

Gen: "There is no reason to use this fighting style any longer... He is in the under world by now... The 'Master of the Fist'. "

Gen believed that Akuma would have been the opponent to give him the warrior's death he desired. But as far as Gen could tell, Akuma had passed beyond this world and out of his grasp.

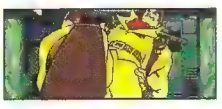


ROLENTO

Rolento intended to steal the weapons of Shadaloo after defeating Bison. But upon encountering the Psycho-Drive he realized that it was a machine that would only brain wash people and would be counter-productive to the utopian society that he intended to bring about.

Sodom arrived soon after as Rolento prepared to destroy the Shadaloo headquarters. The two found that they had similar views on ways to change the world. As the Shadaloo base exploded behind them, the two headed off as comrades in arms with lofty goals for their future.

Rolento: "I'll achieve the ideal union and yes, a perfect peace! My noble ideals will bring forth the coming of a new era!"

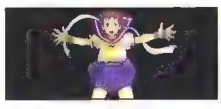


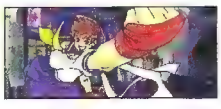
SAKURA

In order to save Ryu from the brainwashing of Bison's Psycho-Power, Sakura stood between them and threatened Bison. After he blasted her aside with his power, Bison prepared to posses Ryu. Seeing Sakura in danger, Ryu recovered with rage and defeated Bison with a single powerful Dragon Punch.

Sakura: "I believe you have true power."

After it was all over, the two agreed to spar again some day. Then they went off on their separate paths to train for the future.



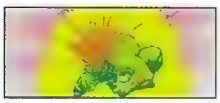


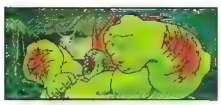
BLANKA

Wandering around, Blanka met up with Dan and Sakura. They invited him to join their infiltration of the Shadaloo headquarters. Once inside, the three found Bison's Psycho-Drive and Blanka used his electrical shock powers to cause a massive short circuit that erupted throughout the base, leading to its destruction.

Dan: "Hey, that was a pretty big explosion..."

Blanka ran off to the horizon, as free as the wind. The outside world still held many curious places for him to explore.





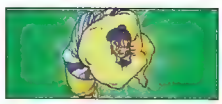
E. HONDA

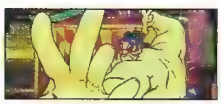
With a massive head butt attack E. Honda killed the mighty Bison. Then Juni, Juli and the other Doll Soldiers of Bison appeared, shocked at their master's demise...

Juni & Juli: "Master Bison..."

E. Honda: "You two were being controlled by him! Don't worry... As they say 'live and let live'! Join me so that I can train you!"

E. Honda then took Bison's girl soldiers back to Japan where he returned to his strict training regiment. He would train them as well in the ways of Sumo wrestling until they recovered their full memories.



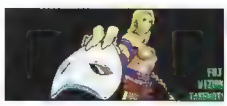


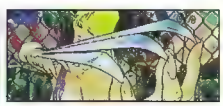
VEGA

After the battle with Bison, Vega knew that Bison would transfer his soul into the body of Cammy.

Vega: "Bison's substitute... his DNA... Well that could have interesting possibilities, too... All I need is a beautiful strong foe, no matter who it is."

Vega took Cammy from the base with no witnesses to ever know what had happened. Shortly afterwards Charlie arrived at the Shadaloo headquarters and set about destroying it bit by bit. But the evil power of Bison lived on in the body of the young girl.





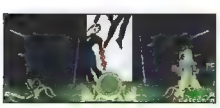
CAMMY

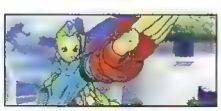
After Bison's death, Cammy knew that she had to stop the Psycho-Drive from activating or else Bison would resurrect and posses her body. Cammy descended into the base to find the Psycho-Drive, save herself and free the other Doll soldiers.

Chun-Li: "Wait! Where is Bison? You're just a little girl...!"

Cammy: "I have to... save everyone."

Losing track of Cammy, Chun Li escaped from the Shadaloo headquarters just as it exploded in a huge ball of flame. With so much wreckage, Bison's death could not be confirmed and Chun Li had no idea who the young girl was that she had come across inside.





CODY

Cody went with Guy to defeat Bison once and for all. After a pitched battle with Bison's Doll soldiers, they found the Psycho-Drive and wrecked Bison's secret weapon, escaping from the base just before it exploded in a huge ball of flame.

Cody: "Looks like we'll go our own ways now... It was a lot of fun!"

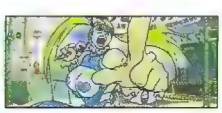
Guy: "These are our lives... Our fate. Until next time, my friend..."

The two warriors then parted and followed their own separate paths.

R. MIKA

Mika defeated Bison, wrecked the Psycho-Drive and destroyed the Shadaloo headquarters with Zangief's assistance. After it was all over Mika returned to her daily training routine.

R. Mika: "I wonder what Zangief is doing right now... I wonder if he's out on another dangerous mission... Maybe I'll see him again someday... Wait, I KNOW I'll be able to see him again... When I'm a famous wrestler, standing in the spotlight! I'm sure of it!!"



KARIN

Even thought she defeated Bison, the Psycho-Drive could revive him eventually. So Karin made a call on her cellular phone.

Karin: "Are you ready? Do it as we planned!"

The Kanzuki Zaibatsu's killer satellite named Manjushage rained down destruction on the Shadaloo headquarters, destroying it completely.

Karin: "Some people just don't know who they're messing with!"

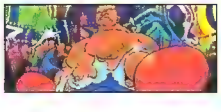
The rich girl's extensive influence destroyed the plans of the evil would-be dictator.

BALROG

Upon defeating Bison, Balrog struggled to find the Psycho-Drive before Birdie.

Bison: "You fools...!! I'll never forgive you!"

After a pitched battle in the Psycho-Drive control room, the secret weapon is destroyed and both Balrog and Birdie have to flee as the base erupts in flames and Bison is killed. Balrog thought the Psycho-Drive would be a quick way to make money and gain power, but in the end he was left with nothing.

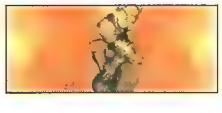


JUNI

Bison had created the Dolls as elite soldiers using his Psycho-Power, so after he died they would also slowly perish.

Juni: "Life maintenance at jeopardy..."

After the Shadaloo base exploded, it seemed that none of the Dolls survived. Bison's purpose for creating the Dolls and their connection to the mysterious Psycho-Drive was never revealed.



JULI

With Bison's death, his Doll soldiers would pettish without the Psycho-Power to sustain them. But the Psycho-Drive that created them also held the key to their survival.

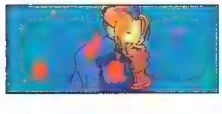
Juli: "Ah...Where am I? Who... are you?"

Cammy: "Hurry... Time is running out!"

Juli followed Cammy.

Cammy: "I'm the only one... who can activate the Psycho-Drive now... And... Only one can survive..."

With Cammy's help Juli escaped and was able to live on beyond Bison's evil legacy.



FEI LONG

Fei Long: "By depending on the Psycho-Drive, you sealed your fate!"

Bison: "No... It's impossible!!"

Fei Long delivered the final killing blow to Bison.

The events of Fei Long's battle with Bison were made into a hit movie called 'Street Fighter'. But for Fei Long there was still something missing, a fury still burned in his spirit.

Fei Long: "If you reach the top of a mountain, climb yet another!"

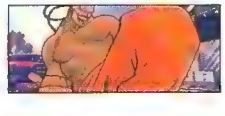
DEE JAY

After he defeated Bison but before he could return to being a musician, a famous music producer approached Dee Jay.

Bob: "Your song is fantastic, mon! I got caught up in the rhythm! Let us produce your songs!! We could make you the biggest star from Latin America!"

Dee Jay: "World's strongest street fighter turned superstar... Hmm... To be the star of both music and martial arts! What a challenge!"

Dee Jay set his sights on becoming the world's biggest star!

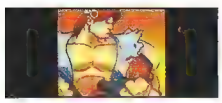


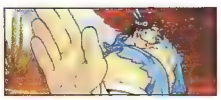
T. HAWK

After defeating Bison, T. Hawk tended to the unconscious Juli. She was one of Shadaloo's elite Doll soldiers and was used by Bison as an agent and assassin. From all the evidence T. Hawk had, she seemed to be the same Julia that was abducted from his home village many months earlier!

T. Hawk: "However long it may take, I promise that I will save you."

T. Hawk set off to return to his sacred land. There he believed he could restore the light and hope of the girl that had been lost.





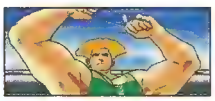
GUILE

As the bomb exploded in the middle of Shadaloo's headquarters Guile knew that he finally had his revenge over Bison. Charlie kept Bison pinned as Guile set up the explosives needed to detonate the base. After the explosion, it looked very unlikely that Charlie could have escaped alive.

Standing with Chun-Li, Guile watched the smoke and fire billow forth from the headquarters, with no signs of life anywhere near it.

Guile: "I believe... Yes, I believe that you're still alive, somewhere!"

Guile never gave up on his hopes that Charlie was still alive.



DARK RYU

Shin Akuma and Ryu unleashed their killer fury at each other, and in the end it was Ryu who stood victorious.

Dark Ryu: "Only a true martial artist could have this invincible evil power!"

After killing Akuma, Ryu's heart was eclipsed with a fury like the blood that covered his fist.

Dark Ryu: "I... am... the master... The supreme master of the fist! Where...? Where can find the one who can defeat me?"

EXPLORING THE NUMEROUS RIDDLES OF STREET FIGHTER ALPHA 3

The Alpha series and all stories within were brought to a comprehensive end with Street Fighter Alpha 3.

Bison's continual reappearances despite a number of deaths were attributed to the existence of the Psycho-Drive, which is the source of and storage of his Psycho energy. In order to truly defeat Bison, an opponent would have to destroy the Psycho-Drive to prevent his perpetual resurrection. It was revealed that Cammy had been created as a new body for Bison's soul to eventually inhabit.

The face of the statue from Sagat's stage collapsed to reveal a metallic face. From this face a brilliant laser beam fired off towards targets around the world, a terrifying weapon under Bison's control.

Almost all of the endings showed Bison's plans defeated and the world staying relatively peaceful. If a player won the game with Bison however, Shadaloo was shown conquering the world with the Psycho-Drive weapon powered by Ryu's energy.

ALEX

Tom is waiting when Alex returns home.

Alex: "Tom? No way!? Are you fully recovered?"

Tom: "Any wound can be healed with time. ...And I see a new look about you, Alex. You have the face of a true man."

Alex: "You know Tom, now that this is all over, I have a new journey in front of me.... ...I feel the greatest fighters around the world still awaiting my challenge! I will face them!"

In order to continue his battles, Alex decides to travel around the world looking for great fighters.

RYU

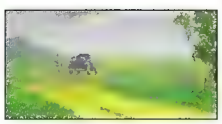
Ryu returns to his life of daily training, and goes to rural America...

Driver: "Oakland is to the left. Are you sure you want to get off here? You've still got 30 miles to go."

Ryu: "Yes. I'm sure. Thanks. There's still some sunlight left. I think I can still make it there on foot."

Ryu: Ryu: "Ken, I'll keep fighting...training... and searching...."

Ryu's battles continue.



YUN / YANG

Yang & Yun: "Ya! Ha!"

Girl: "Look! Those are the Lee brothers! They're back!"

Houmei: "You've returned?!"

Yun: "How you doing old man? No problems?"

Old Man: "Tell me about it. How did it go? Your proud Kung Fu didn't make it in the real world, huh? Ha ha ha!"

Yun responded with confidence.

Yun: "The real world was only slightly more challenging than your stand. We'll demonstrate!"

DUDLEY

Gill: "You've won, champion! I can't believe it, but a deal's a deal.... Kolin, give him back his car keys as I promised."

Kolin: "Yes sir."

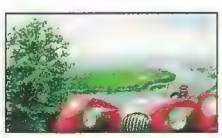
Kolin tosses Dudley the keys to the car.

Dudley: "I sure whupped those hooligans! And now I got my Pa's car back!"

The following day Dudley tries out his beloved car, pushing it to the limits.

Dudley: "Oh, duddy, I love this car! If only you could see this sweet machine in motion.... What an orchestral sound...the symphony of the engine, the soprano of the steering.... It's perfect!"

Dudley drives off into the sunset with his beloved car.



NECRO

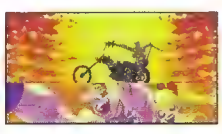
While Necro had defeated Gill, Gill had been waiting for his first experiment to betray him and had prepared a countermeasure to trap him.

Necro: "Damn it! You tricked me Gill! Release me!"

Necro's body had been trapped by Gill.

Effie: "Oh, poor ILLIA! I'll help you out!"

After freeing Necro the two rode off into the sunset on a motorcycle. While their future was uncertain, at least Necro had achieved his freedom.



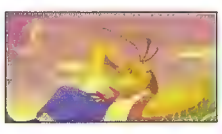
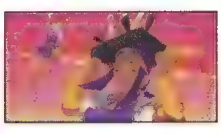
IBUKI

Ibuki daydreams about Gill...

Gill: "It seems I've lost. As a man of my word, I'll keep my promise to you. Here is the G file! The project has already begun and there is nothing you can do to stop it! It is my masterpiece! You've gained nothing by obtaining the G file! It's a document of utter perfection. You should use it as a reference paper! Ha ha ha ha!"

Ibuki: "I sense a presence! Someone is coming...."

With murderous intent Ibuki throws her shuriken. But the shuriken are simply blocked by the lightning quick school bag of her friend, Sarai. Indeed, Ibuki has a long way to go as a student of Ninjitsu.

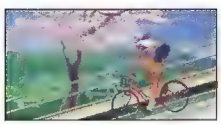



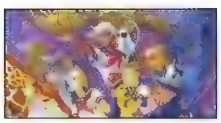
ELENA

Elena (letter): "Dear dad and mom, how are you doing? I've traveled the world, and finally have found a place to call home. It's a strange country, but like father told me, 'Friendship is universal'."

Elena is attending school in Japan, and staying with her friend Narumi.

Elena (letter): "Don't worry! I can handle it. This summer vacation, I want to introduce my friends to you. Narumi is my best friend."





KEN

On a day off during Indian summer, Ken's son Mel is practicing his karate.

Ken: "Come on Mel! Give me your best shot!"

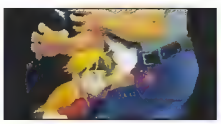
Mel winds up and punches Ken with all his strength.

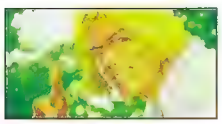
Ken: "Guha!"

Mel's punch had managed to hit Ken squarely below the belt.

Eliza: "Do you understand what you did to your dad, Mel?"

Ken: "Mel...you win!"





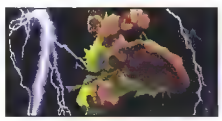
SEAN

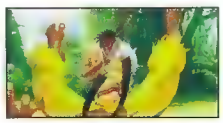
Sean is sparring with Ryu, practicing his martial arts.

Sean: "Damn it! Let's try that again!"

Ken: "In order to be the best, you must defeat Ryu! Don't come back until you've done that!"

No matter how many times Ryu knocked him down, Sean continued to get back up. Sean fought with his whole body, but Ryu absorbed his blows without flinching. With a single hit Ryu would send the young fighter sprawling. Sean still had a long way to go.





Though the arcade version of Street Fighter III: 2nd Impact didn't allow players to select Gill as a character, the home console version of the game, called Street Fighter III: Double Impact, did. Through this players could see Gill's end sequence. In Gill's ending a full body picture of him would be shown while the text below scrolled by.

"When the sun sets on the
Soliton Mountain,
the black moon will break
into seven pieces
and fall on the people of "Ultania".

Nothing can prevent this...
Death and destruction will
violate the land.
Misery and suffering will
assault the people....
Then, after 130 days of nothingness,
a boy who controls the
elements will come
to save the people."

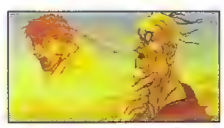
-From the Book of Miraha
Chapter 3: Verse 11-

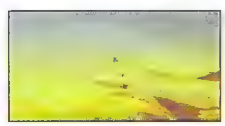
ORO

Not once during his many battles did Oro have to use both of his arms.

Oro: "Nobody has enough guts to learn from a true master like me! The only one who has a true passion for fighting was the kid with the headband. Maybe he.... Wait for me kid! I will teach you how to fight all over again. Re-learn and you'll become good!"

A plane destined for Japan is flying through the air with Oro standing on top.





URIEN

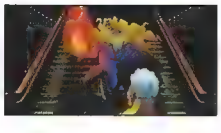
Chairmen: "We hereby recognize Urien as our new president."

Eventhough Gill was his brother and was in charge, Urien succeeded him to gain control of the organization.

Chairmen: "Now Mr. President, it's time to meet the emperor."

Before Urien stepped forth Emperor Gill. Urien couldn't help but be surprised at Gill's sudden appearance.

Gill: "Welcome aboard Mr. President. I expect nothing less than your best performance! For the sake of appearances. Work hard for the coming of the Lord's century. Ha ha ha ha ha...."



HUGO

Hugo: "You are indeed a mighty warrior. I'm impressed! Hey, Poison! I've finally chosen my new partner!!"

Depending on which of eight characters Hugo fought against he would choose a different partner for his pro-wrestling tag-team. The names of the possible combinations are as follows.

Ryu: Soul Brothers
Elean: Beauty and the Beast
Necro: Thunderbolt
Gill: Ragnarok Winners

VIEWING STAFF CREDITS

In the Street Fighter III series the staff credits would roll out after players finished the game or after they decided not to continue. But they could also view the staff credits while watching the ending of the character they were playing by entering a special command. The command was Start Button + Weak Kick. In Street Fighter III: 2nd Impact the endings were largely the same as in the previous title, but if a player could defeat Akuma or Shin Akuma there were a few special endings. In Street Fighter III: 3rd Strike the staff credits would only scroll through normal.

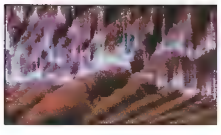
AKUMA

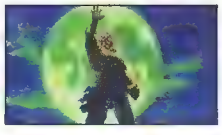
199X, February 11th, 6:30 PM
The moon climbs high in the night sky over Ayer's rock in Australia. On the top of the massive rock structure stands Gouki, and he shouts forth.

Akuma: "The fist of the Master.... Behold!"

He smashes the rock with all his might. Numerous cracks form accompanied by a thunderous roar. Afterwards, Ayer's Rock has been cut in two.

Akuma: "The might of the heavens resides in my fist.... Humans.... All walks of life!! It begins with the power of my savage attack!"





YANG

Yang & Yun: "Ha! Ya!"

Shaomei: "Look! Those are the Lee brothers! They're back!"

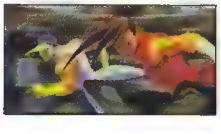
After the battle Yang returned home. There he went to the old man's shop stand as usual.

Yang: "What's going down?"

Old Man: " How did it go? Your proud Kung Fu didn't make it in the real world, huh? Ha ha ha!"

Yang replies with confidence.

Yang: "Our Kung Fu is the world's strongest!"



ALEX

Alex sends a letter to his friend Tom.

Alex (letter): "...I know it sounds crazy, but I just can't control myself. To see him again and to fight! That's the only thing on my mind!"

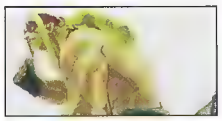
Alex finds Ryu and they spar.

Alex: "Ugh! I couldn't even counter one of his blows! (His reputation does not do him justice! He is much stronger!"

Ryu: "What's the matter?! Is that all you've got?"

Alex: "Ha ha... no way! The show has just begun!"

The two begin another intense match, testing their skills.



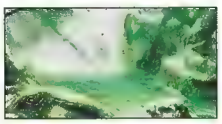
RYU

Ryu is in the mountains, standing under a waterfall and pondering many things.

Ryu: "What is a true warrior? Why should I be strong? What awaits beyond victory?"

Ryu tries to catch a leaf falling from the trees above, but he misses and the leaf slips past him.

Ryu: "Hmm, I'm not close. I can't even tell where the leaves will fall... As long as strong opponents and fierce battles excite me... As long as I possess the strength to move even one of my fingers... I will keep on fighting!"



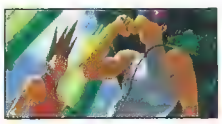
YUN

Gill: "That was a wonderful performance! As a token of my respect, I will leave this town in your care. You will also receive the highest privileges with regards to my plan."

Gill explains to the brothers his plan to change the world, but they decide to decline his offer.

Yang: "Brother... I have a bad feeling about this. His words... they are troubling me."

Yun: "Hey... Get a grip, Yang! We're the leaders of the town! We won't let that wannabe supreme being do as he wishes, right? Let's head back to the town! We'll make our dreams come true!"



YANG

Hoimei steps in to stop the brotherly battle between Yang and Yun.

Houmei: "Stop! Will you two stop your quarreling already!! You're always like this! You should be more concerned about our town!"

Yun: "Watch your mouth! You have no idea what we've been through!"

Hoimei and Yun begin arguing.

Yang: "Oh no... As I suspected, Hoimei must be in love with my brother..."

Shaomei, Hoimei's older sister, encourages Yang to cheer-up.

DUDLEY

Dudley: "Dad... You left this majestic rose garden for me... The roses' ever-changing beauty still heals my heart."

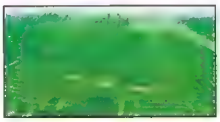
Dudley takes in the beauty of the scene as he is surrounded by a huge, labyrinth-like rose garden.

Servant: "Sir Dudley... It's about time..."

The servant reminds Dudley that he has an 8:00 pm match in front of the Royal Family.

Dudley: "We only have five hours left?! We've got to get back to the mansion immediately! Run!!"

With such a gigantic garden labyrinth to find his way through, will Dudley be able to make it to his match within five hours?



NECRO

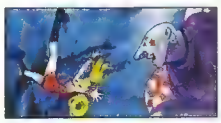
Necro and Effie run from death at the hands of Gil's Secret Committee. They're constantly pursued and while riding a train to get away they leap from the roof to escape. But Effie slips and plummets over the edge.

Necro: "Effieeeeee!!"

But Necro managed to stretch his arm to incredible lengths and catches her at the last moment.

Effie: "It's a miracle..."

Necro: "For the first time... I feel thankful for this body of mine!"



IBUKI

Ibuki entered Sarusuberi University to search for her dreams. She stopped her daily ninja training and returned to the life of a normal girl. Eventually she joined club on campus, but was unaware that it actually focused on the arts of Ninjutsu. It seems destiny intends for her days of Ninja training continue...

Senior Student: "Ha ha ha! Ibuki! You've still got a blind side!"

Ibuki: "...What? ...This is not what I expected."

ELENA

Elena (letter): "My dear Naru-chan, How are you? I'm fine as always. I feel lonely now that the Harvest Festival here in France is over. As I sip my tea, I'm reminded of our happy days of summer in Japan. I'd like to invite your family to visit the great plain in my country. I'm sure that my family will like you! Maybe next winter holiday... I know you're working hard on your exams. Take good care of your health! See you again soon!"

Elena: "There's a lot of hard work ahead of me! I'll be studying, too!"

As always, Elena is full of energy.

ORO

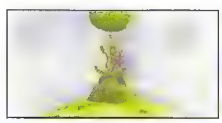
Oro: "Hee hee hee... It's been 50 years since I've trained this seriously! Whenever I see that kid, my blood begins to boil again... He's pretty unique... I guess I won't be bored for the time being!"

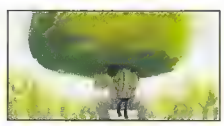
Oro is perched on top of a large rock, training.

Ryu: "Hmm? I thought I heard that strange old man's voice...? Maybe it was just my imagination..."

Ryu is holding up the large rock on which Oro is perched.

Oro: "He must be training so hard, this very moment! I hope that he becomes so strong, that I'll have to use both my arms! But... It would take at least 15 years before that could happen..."





KEN

The All-American Martial Arts Tournament, championship match.

Ken: "Here we go! Sho... Ryuuuu... Kennnn!"

With that Dragon Punch, Ken launched his opponent into the air to secure victory once again.

Announcer: "Showing the strength that we've come to expect, the winner is Ken!"

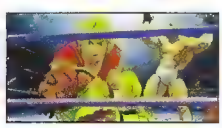
Ken won the match in under 30 seconds to claim his third consecutive All-American Martial Arts Tournament championship. When he received the trophy his wife Eliza, son Mel and pupil Sean were all there to share the joy.

SEAN

Sean daydreamed that he finally won the All-American Martial Arts tournament. Waking up, he realizes that he was actually knocked out during the qualifying matches instead. Ken kneels beside Sean, trying to help him get up.

Ken: "Are you okay?! Good! You've come to your senses... I think... It was close... you almost passed the qualifying rounds! You did not train yourself properly. Try harder next time!"

Sean: "Wha? It was just a dream?! But someday... Someday I will win!"



URIEN

Urien: "So those 'Brains' they've collected for 2000 years are stored here... I don't know the value of these, but they are ugly and stupid. ...Just a mass of junk with no ability to take positive action! Brother! What are you looking at now? Can you see the world? Are you watching how your ideal world is being built?"

Computer: "Checking ID... Verified as the legitimate successor... Enter self-destruction code: A22ST8996HYXW"

As Gill slept Urien set the complex to sefl-destruct. With his brother dead, Urien could now take control.

Urien: "There is no mission or legacy left for me to succeed! Now, my own story will unfold from this moment on! I hereby define this year as the first year of 'A.U.' (After Urien)!!"

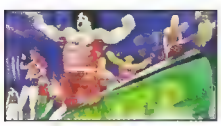
HUGO

At a pro-wrestling tournament...

Poison: "We are from the H.W.A.! ...The Huge Wrestling Army! Effective immediately, you belong to us! If you have any objections, you must defeat our Hugo, first!"

Behind Hugo, Ryu, Ken and many other martial artists were lined up.

Poison: "What's up? Are you scared of our members, or what?! No objections? Okay then! This ring will become our base of operations!"



AKUMA

Crewman: "This is Deep Sea 3000. 150m to the destination... Over"

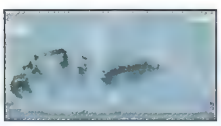
As the submarine named Deep Sea 3000 moved through the water they spotted something, a sunken ship.

Crewman: "...What?! Is that... a man?! No... it can't be!"

On the sunken boat there stood a man... At that moment the sea floor erupted and the sunken ship burst up out of the water into the open air.

Akuma: "Muuuuuuunn!! Tenshou Kaireki Jin!!"

The incredible power of Akuma blasted the ship up from the depths. The power of the Ultimate Fist was still unmatched.



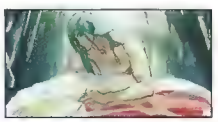
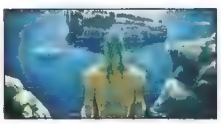
REMY

Remy returned to the ocean cave where he kept the preserved body of his dead sister. Now he could finally let her go. His own father, a martial artist, caused her death and now Remy had defeated so many people like him. But regardless of how many people he defeated, nothing would change.

Remy held his dead sister's body before him.

Remy: "I've been struggling in the darkness for a long time... I've been trying to paint the darkness with another shadow... Nothing would change if I went on like this. So... I'll forget everything."

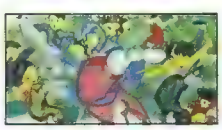
He lets his sister's body sink into the sea. Afterwards, Remy finally felt a bit of light return to his heart.

CHUN LI

In defeating Urien, Chun-Li had saved many children and restored peace to their lives... Six months later... Chun-Li is teaching those same children she saved the secrets of the martial arts. While they train, Chun-Li thinks about her life.

Chun-Li: "For our mother country, that my father tried to protect... For all the warm-hearted people I've met throughout the world... To teach the meaning of true strength and beauty to these kids... That is the purpose of my life, and my future. I'll use my fists to create our tomorrow!"



MAKOTO

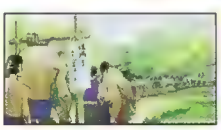
Makoto had beaten Ryu. Rindoukan Karate's youngest master, Makoto, decides to hold a contest to choose her new students from across the country. Many martial artists come from all over to the Rindoukan dojo so they can challenge Makoto.

Makoto: "Chestoooo!! Doshaaaaaah!!"

One after another Makoto pummels the lined-up fighters.

Makoto: "Seyaaaaah!! I haven't had enough yet! I'm just getting started!!"

Eventually the line of fighters disappears as Makoto has defeated them all.



Q

At CIA headquarters a discussion is being held concerning a strange investigation.

Juliana: "Look here... In every picture, a man in a trench coat appears."

Nagamiya: "So, have you identified that man?"

Juliana: "Well, not exactly his face... But... Anyways, have a look."

David: "What's this?! A mask... An iron mask?"

The CIA begins a worldwide manhunt to find the mysterious person in the metal mask.

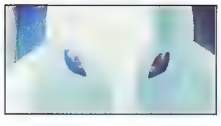
TWELVE

At the lab where Twelve was created, scientists run tests on his genetic structure.

Lab Head: "Every cell of his has been restored to its state before the battle. Sir Urien's theory of human body reconstruction is simply brilliant!"

Doctor: "So... The 'never dying warrior' has been born... In yoru deep slumber... What kind of dream are you dreaming?"

Lad Head: "No... He does not possess such an ability. Because his memory is in a constant state of activity, he cannot dream."



THE ENDINGS FOR THREE LONG-TERM CHARACTERS

From Street Fighter II all the way through to Street Fighter III: 3rd Strike, three characters have appeared in each series: Ryu, Ken and Chun-Li.

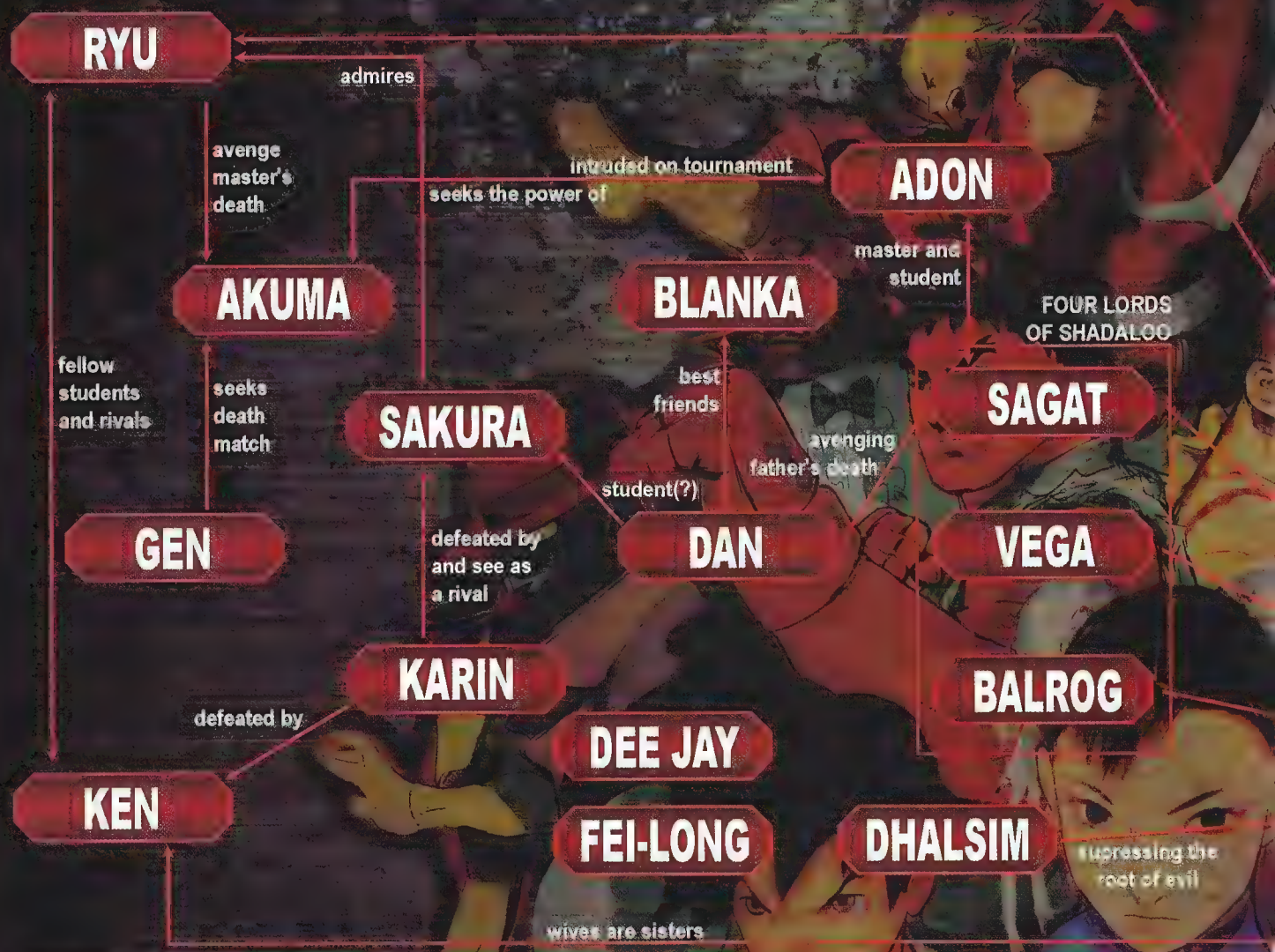
Ryu
During the timeline established in Street Fighter II, Ryu was focused on finding increasingly stronger challenges to test his skills against. In Street Fighter III he desires to answer much deeper questions, such as "What is a true warrior?" and "What is there beyond the fury of battle?" in order to enlighten himself.

Ken
Ken trained hard in order to decisively defeat his rival Ryu at least once. After that victory he finally married Eliza. In the era of Street Fighter III Ken is in love with his new family and is training a new student named Sean. At the same time, Eliza raise their new baby boy.

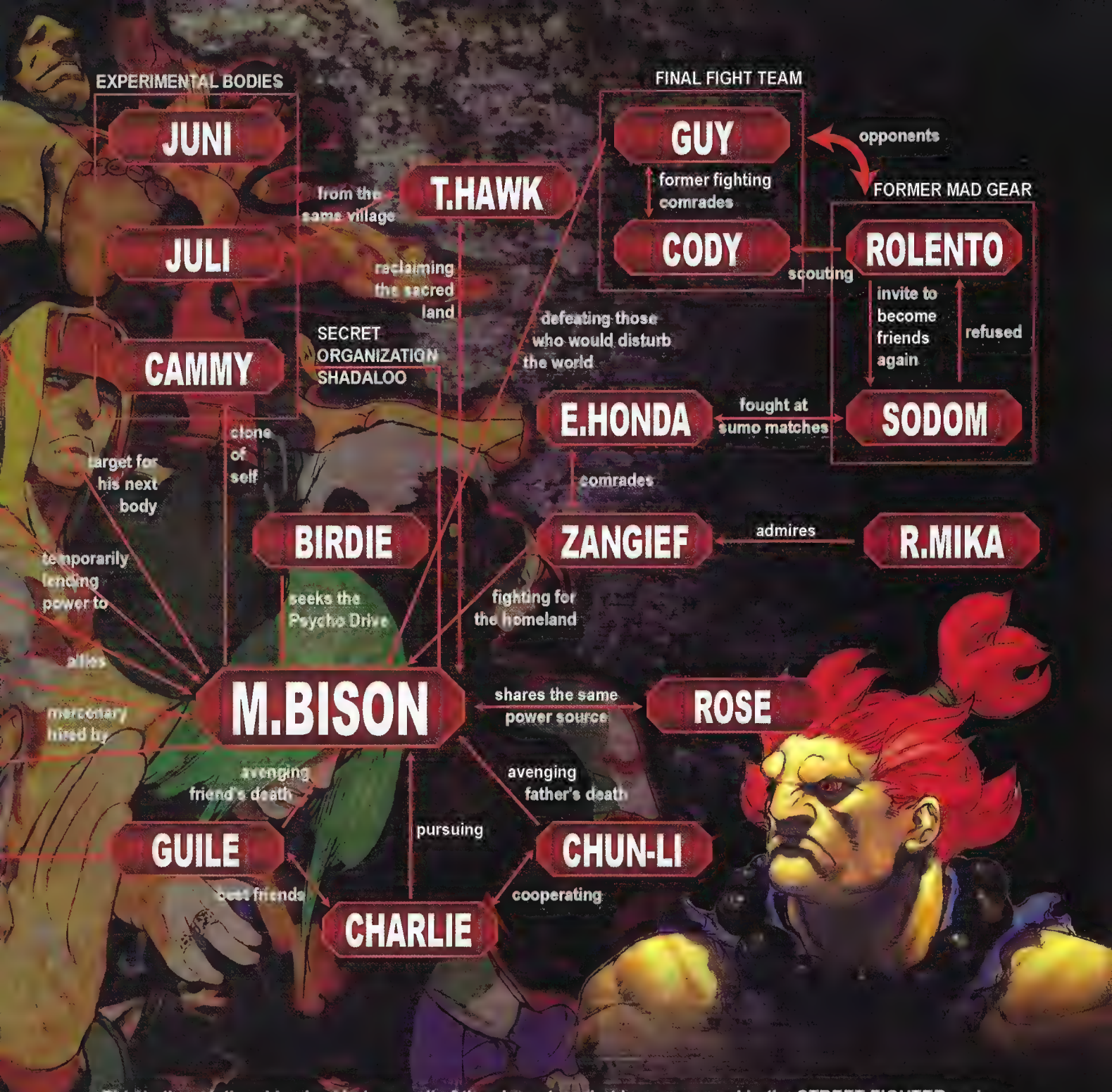
Chun-Li
Chun-Li worked diligently to finish her father's case against Shadaloo and bring down the evil plans of Bison. Eventually she was able to achieve this incredible goal. Afterwards, in Street Fighter III, Chun-Li finds a new purpose in life: using her experience and skills to protect the next generation of young fighters. She's dedicated herself to caring for children and teaching them the art of Kenpo.

Each of the above characters has an ending that can lead to further stories. The focus of these endings was to show how each of the three had built their lives according to their desires and long-term goals. Of course, compared to Ken's domestic lifestyle, Ryu will most likely continue to fight battles until the end of his days.

COLUMN 3



STREET FIGHTER III CHARACTER RELATIONSHIP CHART



This is the relationship chart between all of the characters that have appeared in the STREET FIGHTER series. Although the SFII and ALPHA series were set in different times, they share the same setting so this chart shows the common relationships between the characters. Because the SFIII series was set years after the SFII series and many new characters were introduced, a separate chart is used for those characters.

STREET FIGHTER SERIES

CHARACTER RELATIONSHIP CHART

人物相関図

Capcom Development Team Interview

After 15 years, the Development Team looks back on the Street Fighter series.

Exploring the challenges for the first time.

Interviewer: It's been fifteen years since the birth of the Street Fighter series. Can you tell us how the game originated?

Funamizu: The head of Capcom USA proposed an American sequel to Street Fighter I. The original Street Fighter did okay in Japan but it was a pretty big hit in the US, so we decided to go ahead and develop a second game for the series. I guess I misunderstood what they were asking for because I ended up making Final Fight instead. (laughs)

Inverviewer: That must have been a big mistake...

Funamizu: It was originally released under the title "Street Fighter '89", but players complained that it didn't follow the same format as the original Street Fighter. When we re-released the game under the name Final Fight though, it sold quite well.

Interviewer: ...and was a success, right?

Funamizu: Well, yes it was. But after that, the head of Capcom USA made it clear that he wanted a true sequel to Street Fighter I, a real player versus player oriented fighting game. Once that was all cleared up, we set out to create a true competitive fighting game.

Interviewer: I see.

Funamizu: Mr. Yasuda recommended that we put fully animated fighting techniques and different

Noritaka Funamizu
Position: Capcom, Executive Director and Head of Design Section 1

There's no greater foundation for Street Fighter. He's had a hand in the entire Street Fighter series from the very beginning antd is renowned throughout the fighting game industry. His debut as a producer was with the flying war game "1943." After that he produced Dynasty Wars, the Darkstalker series and also assisted in production on many other titles.

(note that Mr. Funamizu left Capcom in 2004 to form his own game design studio called "Craft and Meister.")

joystick commands in the game. No company had ever made a game with joystick controls like it at that point, but we went ahead with the suggestion anyways and changed our design process to adapt to it. That was really the beginning of Street Fighter II.

Interviewer: You wanted to make a game with a great deal of variety in its movements and a large number of command options to work with, right? I remember how surprised I was when I first saw Blanka and E. Honda's unique ways of moving.

Funamizu: At first we didn't know what kind of techniques or movements would be good to use. We left it up to the programmers in charge of the game's characters to add in techniques they liked. We couldn't put in characters with too many techniques or else we'd have to cut other characters out. The memory restrictions were our biggest limitation back then. We were constrained by the memory restrictions of the circuit boards, so everyone had to work within those limits. Even still, some people tried to get more space for their respective character. (laughs)

The titles of the games were unexpectedly easy to decide.

Interviewer: Were there any meanings or interesting origins behind the title Street Fighter II?

Funamizu: There's no real deep meaning at all. (laughs)

Interviewer: ... oh, is that so?

Funamizu: The name Street Fighter II was fairly easy to come up with since it was just the sequel to Street Fighter I. With Street Fighter II: Dash we called it that because a "dash" can mean a continuation.

I think that the company president came up with the name Street Fighter II: Turbo. After a while, there were some altered machines that went under the name Street Fighter II: Thunder. These were modified versions of Dash. On these machines, players could perform mid-air Fireballs and Somersault Kicks without charging up, along with some other minor changes that really modified the way the game played. Eventually we thought, "Why don't we fully release this kind of faster version as a new game?" That game became Street Fighter II: Turbo. Since the speed of the game was very fast, the company president suggested we call it "Turbo", so we agreed. (laughs)

Murada: Super Street Fighter II was really just a supped up version of Street Fighter II. We figured attaching "Super" to the front would be good and decided upon Super Street Fighter II as the complete title.

Okada: It was unexpectedly easy to name the games.

Interviewer: Was it that easy to make the decisions, Mr. Murada?

Murada: You could say that. There were many ideas that came up in terms of the naming conventions, but... I don't really remember them all. (laughs)

"No one had ever made a game with controls like it at that point, but we went ahead with the suggestion anyways and changed our design process to adapt to it. That was really the beginning of Street Fighter II."

Akira Yasuda
Position: Capcom, Character Design

He was in charge of character design from the very beginning of Street Fighter. He's credited with the motions for the Dragon Punch and Fireball, in addition to polishing the animations for almost all of the regular fighting moves.

Interviewer: I'm the same, Mr. Murada. (laughs)

Funamizu: Next was the "Tournament Battle", right... who was that? It was probably the same type of thing. We created a new type of arcade cabinet for the game, put Super Street Fighter II into it and now needed a new name for it. But selling those huge cabinet sets was pretty tough and it didn't do as well as we'd hoped it would, despite all our hard work. (laughs) Eventually, the Tournament Battle games disappeared from arcades. There weren't very many people who actually saw them.

Interviewer: Fans saw the Tournament Battle machines in the big arcades, but with the smaller ones they didn't have the room for such a large game cabinet, right?

Murada: Back to the previous topic, with Super Street Fighter II: X we'd decided that it would be the last game in that series. I felt like it would be bad form to keep adding titles onto the end, making them longer and longer for each sequel. I know at one point though there was a plan to have a Street Fighter II: Z.

Funamizu: I remember work had already begun on the Super Street Fighter II: Z logo. Since we already had a name for the game and the program data from Super Street Fighter II: X, we set out to analyze it and see what could be done. When it all got figured out we decided instead to go in a new direction for the next game instead of doing Super Street Fighter II: Z. The Z in our title would end up becoming Street Fighter Zero.

Interviewer: Doesn't the "Zero" in Street Fighter Zero mean a return to the beginning of the story?

Funamizu: Well that was part of it as well. The game was a return to the beginning and we wanted to make that clear to the players. It was to be released as Super Street Fighter Z, but the public perceived the game as a prequel, so it just became Zero. At the office though, we always referred to it as Z. Now of course it's a trivial point. (laughs)
Interviewer: ... and from there you continued on with Zero 2 and Zero 3, right?

Funamizu: With the Street Fighter Zero series, we were able to fill in the gaps between game releases that we couldn't do with Street Fighter III. Mind you, we're talking about time periods of only 3 months though. (laughs)

As for the release of the CP System III, we just really wanted to increase the power of the CP system circuit boards. We went about creating the new circuit board but there was no full development team. It was just myself and one other person on the project. There was no one else available in-house so we had to hire people from outside the company to assist and form a short-term team to work on the project.

Funamizu: We were able to do more from that point on, like location tests and an increase in power. While we were working on it, people at the company would occasionally mention that they wanted their next game to be on the CP System III board so we'd better hurry it up. That would make me pretty angry. (laughs)

Okada: Back when we were working with the original CP System we had to greatly reduce the details in the backgrounds and the number of techniques for the characters.

Funamizu: I can remember being furious when people would say that the graphics could look better. We weren't originally planning to have multiple games for Street Fighter Zero.

Okada: Is that so?

Funamizu: Yes. After we created Street Fighter Zero the plan was to move on to Street Fighter III. But it wasn't finished yet, so we created Street Fighter Zero 2. We couldn't keep the players from wanting to play more. That's really why we made Zero 2. Later I would just wait until the other one was finished. (laughs)

Interviewer: ... how about Street Fighter Alpha?

Funamizu: What's Street Fighter Alpha again? (laughs)

Okada: It's the title we made for overseas distribution.

Murada: Using the same command system we imported the characters from Super Street Fighter II into it so players could use them. It was a title with a lot of elements in it.

Funamizu: Ah, that one. The creation process was just to add as much as we could to Street Fighter Zero 2. The time schedule was fairly light because we had the base product to work from and only one programmer was needed to do the job.

Okada: Yeah, that's right. One person pretty much made Street Fighter Alpha.

Funamizu: Street Fighter III was released right around the same time as Street Fighter Zero 3. At the time, there was a lot of hype for the series due to the anime movie that was released, especially a craze for Street Fighter merchandise. I heard from a lot of people about which game they preferred. There were so many intense opinions about it. Luckily with the '-ism' system in Zero 3, people could play the game anyway they wanted to.

Interviewer: What about the last Street Fighter III game?

Funamizu: We were struggling with Street Fighter III using the same pattern as Street Fighter II. This was especially true in regards to deciding on the characters for the game. At that time in the industry, games like Virtua Fighter and Tekken were making waves so we were worried about how we were going to make advancements. Consequently, we released Street Fighter III: 3rd Strike. (laughs) I guess it took three installments to make the series complete.

Interviewer: Yes indeed. Street Fighter III: 3rd Strike ranks up there with Super Street Fighter II: X in terms of popularity and reputation. There are still tournaments for it to this day. Speaking of which, "3rd Strike" is a pretty cool title, no?

Murada: Street Fighter III: 2nd Impact was making rounds the same time as the previously mentioned Virtua Fighter and Tekken titles and we needed a title that would leave an impression on players. "Impact" as a title achieves that, I think. With Street Fighter III: 3rd Strike we were trying to think of another cool word that would tie in with "Impact" and "Strike" worked pretty well, don't you think? (laughs)

The series developed its own world view.

Interviewer: One of the eight original Street Fighter II characters is Chun-Li. At the time it was very strange to see any strong female role models in video games. Why did you decide to put such a prominent female in there?

Funamizu: Quite simply, we put Chun-Li in because Mr. Yasuda wanted to design a female fighter. I also wanted to add some sexiness to the game. Needless to say it worked out really well. (laughs)

Interviewer: Can you tell us about how you came up with the concepts for Blanka and Dhalsim, who are different from normal people?

Funamizu: If thought if we only had normal human fighters in the game it would have less impact on the players.

Interviewer: In the Zero series, the story ties a lot of characters together, was this all planned that way?

Murada: The story in the series was progressing, but there was no reason originally to tie each character's histories together. Bringing the characters and worlds of each series together was part of the plan behind the Zero series.

Funamizu: With eight available characters to choose from in the game, whichever one the player selected would become the hero of the story. We thought it would be great if each character had their own world and story. So all the characters of Street Fighter II inhabit the same planet, but depending on which character a player uses, their worlds were somewhat different. In Chun-Li's world there is a Ryu, but the

Seiji Okada
Position: Capcom, Design Section 1 Programmer

Programmer on the Street Fighter series from Street Fighter II onwards. He told us that Mr. Funamizu would demand perfection on every minute piece of data that went into each game, no matter how small. Luckily, Mr. Funamizu was usually quite pleased with his final work.

Ryu from his perspective could be a very different person. There was no thought originally to tie together those stories.

Murada: The Zero series made a real effort to tie together all these things though and because of that it sort of split from the normal series. If all the characters were to have a shared world, then their stories must all be different, which in turn leads to having different final bosses. While the world is large, these strangers all have small links to each other in some way. This idea built the history of the series, right?

Making the links between characters in Street Fighter Zero and Zero 2 was quite difficult. We struggled to make connections and had conversations like "What are we going to do with this Nash guy?" (laughs)

"My Boom"

Interviewer: Concerning the fighting techniques, what can you tell us about them? Did you reference actual martial arts?

Funamizu: For the fighting techniques Mr. Yasuda was in charge of designing them. It was extremely difficult for him to create all the designs for the basic poses.

Interviewer: The basic poses?

Funamizu: The basic pose is the default positions you see the characters in and it took a lot of effort to design them properly. While he did research on the character's movements he used all sorts of books and became obsessed with this idea he called "My Boom." (laughs)

Interviewer: Mr. Yasuda's "Boom?"

Funamizu: Yes. That was the term he used to describe combining the movements of his favorite pop-idols as well as characters from various manga. He also went to a Karate tournament and developed designs based around the martial arts he thought looked cool.

Interviewer: So he developed all sorts of conceptual designs?

Murada: He would create a character design and then make it easily distinguishable.

Murada: The characters we all decided would work best were then put into the game. For example in Street Fighter III, Elena's stance and posture was based on the smooth, rhythmic movements of Capoeira. Our way of thinking was, "Let's just have a really cool, mysterious style of movement." (laughs)

The harmony between popularity and game balance.

Interviewer: Can you tell us how characters were modified and what the selection criteria was for new characters in the series?

Murada: The game was built around Ryu and Ken so they always had to be in there.

Funamizu: There are specific reasons behind why we didn't include some characters. If we just selected characters based on their popularity, it would lead to game balance problems. If we put all the characters we had in a game, we wouldn't have as much flexibility to change their abilities. Eventually it would feel as if all the characters were the same.

Murada: We always thought about game balance. It was a concern with every title we released. We had to compromise between character popularity and game balance.

Interviewer: While you were considering game balance, were there characters that you felt were too strong or too weak?

Funamizu: I think that Blanka was too strong. His damage for attacks was too high and his Rolling Attack was too easy to abuse. All players had to do was keep rolling around and no one could beat them.

Haruo Murada

Position: Capcom, Design Section 1 Planner

In charge of planning the Street Fighter series from Super Street Fighter II onwards. He was also involved in the Darkstalkers series.

Okada: That was really hard to beat, for sure.

Interviewer: Even now, that type of thing is difficult to balance, right. What about Zangief? He saw a lot of increases in power, so wasn't he originally too weak?

Funamizu: Ah, Zangief... If we increased his power too much he may have become too powerful. There's a fine line that's really difficult to balance on.

The most memorable characters.

Interviewer: Could you tell us who your most memorable characters in the series are?

Funamizu: I like Ryu and Ken. But the character I use when playing is actually Honda. I'll even shout "Honda is the strongest!" when I play. I'm often asked during interviews, "Mr. Funamizu, you like Honda, is it because he's so strong?"

After that I like the humorous characters. The funniest character to me is Dee Jay. He left a big impression on me. I heard a story of an arcade that had eight Super Street Fighter II: X machines and on each of them people were using Dee Jay. Everyone would just do chains of crouching weak punches. The staff there declared, "This place is Dee Jay Village." When I heard that story I couldn't stop laughing. (laughs)

Interviewer: Do you like Dee Jay, Mr. Funamizu?

Funamizu: Hmm, well I'm not sure. But it was really fun making that character.

Okada: For me, I first created Ryu, so of course I'm partial to him. Ryu and I have been through a lot together. I especially remember the Dragon Punch move. The Dragon Punch was programmed into the game, but when I played I couldn't even pull it off. I practiced so much on that one move.

Murada: I like Sakura. When I first saw her I thought I wouldn't like her at all, but she's the one character you can't help but like... especially with those tight little gym shorts she wears! (laughs) While I was working on the Street Fighter Zero cast, I grew to like her more and more. I don't know why. (laughs)

Ishii: For me it's Blanka in Street Fighter Zero 3, who I was in charge of animating. When I was animating him I struggled with how to convey his emotions, then Mr. Yasuda said to me, "He's covered in fur, so use the fur and his body language to express things." After hearing that I felt as if I had a lot more freedom to create the animations and I grew to like that. In turn I have a strong attachment to him.

The six types of attacks used by the characters.

Interviewer: Throughout the different series you've added Super Combos, Custom Combos and the Parry system but the six basic attack buttons have remained the same. Is this because the six-button system is crucial to the feel of a Street Fighter II game?

Funamizu: Exactly. I'm not sure in regards to the Darkstalkers or the VS. series of games, but any game with Street Fighter as its core I want to keep that basic system for, if possible.

Interviewer: While it may seem like six buttons are a lot... they're quite necessary, right?

"At some point we'll make a game that doesn't require strange secret maneuvers." (laughs)

Funamizu: That's because the character moves are all so different. If one character has strong kicks, it's not necessarily true for another. Just as all the character's special attacks are different, so too are their regular strikes. These differences between them create different fighting styles. It's kind of like Rock-Paper-Scissors; if a technique is strong in one situation it might be weak in another. That being said, it's very crucial to have a balance with these techniques and that's very difficult to do with so much variety.

Since it's an arcade game, we're able to get feedback by doing location tests. Beside the machines are notes where people can write various things, such as their favorite characters. We take the data back to the studio to edit the program, but these notes aren't totally objective. With the final location test we go out and watch people actually playing. We've actually noticed that there are a lot of players with poor attitudes. (laughs)

Interviewer: There are character's that players say they hate, right? For example, what about Zangief?

Funamizu: It's okay to hate Zangief. He'll just lumber around and crush things because that's how to use him properly. It would be nice if players would learn to enjoy that. (laughs)

Interviewer: The Zangief of the Street Fighter II series was especially rigid, no?

Funamizu: People really didn't like Zangief in Street Fighter II. We found out why later. When we went back and looked at the data it seems the original modification that we made to the blocking system didn't work properly. (laughs)

Interviewer: What?! Really?!

Funamizu: Originally we'd changed the whole blocking system and it was in the program code. But it didn't seem to work properly at all.

Interviewer: It didn't work properly for any of the characters?

Funamizu: Right. So after we integrated the patch we became worried about complaints like "Zangief is really stiff... and too strong." (laughs)

Interviewer: Players canceling moves midway through the animations was similar to that I think. Did you intend for that to be a part of the game play?

Funamizu: Ah, yes of course, the Cancel technique. I'd heard that there was a weird technique for it out there, but only gradually did I understand what it really was. We took the data back to Development to let them practice it. They came back after testing and told us "We can't perform it regularly, but it's fun and not unbalancing so let's put it into the game." We kind of felt guilty putting it in, but we'd already opened the can of worms and by then everyone was trying to master it. (laughs)

Interviewer: It became one of the basic techniques, right?

Funamizu: Yes, right up there with combos. Players started incorporating them into their powerful combos and at tournaments everyone used it extensively. I predicted that its use would just continue to grow.

Interviewer: Even now, people are discovering new secret techniques with Street Fighter III and then spreading these techniques around with diagrams on the internet.

Funamizu: At some point we'll make a game that doesn't require strange secret maneuvers. (laughs)
Interviewer: The Fireball or Screw Pile Driver commands weren't intuitive joystick movements originally. Was there a story on how you came up with those commands?

Funamizu: The image of the techniques really. With the Fireball, the body drops down and then becomes level and fires out the energy. So we made a command that looked a bit like that. It was the same with the Somersault Kick. Guile starts in a crouch and then leaps up and does a single flip kick. We decided to have the command consist of holding the lever down and then hitting a kick button. The Screw Pile Driver was the same. The hint is all in the name "Screw", so it has the feeling of a rotational movement. We just created the commands based on the image of the techniques themselves.

Interviewer: Speaking of the Screw Pile Driver, players created a Weak Kick and Screw Pile Driver combo, right?

Funamizu: Ah... the low kick was used to bring the opponent closer. I remember being impressed when I first saw it used.

Okada: People could perform the throw from a standing position. So if a player thought they were safe from a short distance, they'd be surprised by the low kick that would bring them into throwing range.

Funamizu: At the moment they jumped you could suck them in.

Interviewer: One fight where Zangief really excelled and rarely lost a round was against the CPU-controlled Ryu. If a player was skilled enough when going to suck in Ryu, the Fireball would fly right through Zangief. That was the killer technique for Zangief to use, right?

Funamizu: With that pass-through technique, the move was a last-minute addition and the result was actually unintentional. Since players often failed to pull off Zangief's Screw Pile Driver, they assumed that we meant for it to pass through Fireballs when used that way. But this is incorrect. Only after the game was released did we see that it had the potential to do that.

Funamizu: But we can tell people we intended it that way if you want. (laughs)

Interviewer: What about the Custom Combos?

Funamizu: We developed the idea for the Custom Combos back during Super Street Fighter II: X. The idea was for a system so players could string an unlimited number of regular attacks together within a set amount of time, which was quite different from the idea of a Super Combo. We consulted the programmers and they said it was impossible with the Super Street Fighter II: X system so we suggested, "How about a single big attack instead?" With this the programmers ended up developing Super Combos. Then, when we started meeting about the development of Street Fighter Zero 2 and the new people involved were looking to create a new system, I mentioned the old idea again. By this time they were able to program it in and the result of was the Custom Combo system.

Murada: Around the beginning, we had both lever motion and simultaneous button press types of commands. After that we made a number of changes and the system developed into what we know now.

Making Street Fighter was a job.

Interviewer: The Street Fighter II series has been running for some fifteen years now. Did you originally expect it to be the hit it has become?

Funamizu: I didn't think it would work at first. There weren't any fighting games in Japan. The first one had been a hit in America so I felt, "We should only sell it over there."

Murada: But in reality, when we realized how fun it was, then it was easy to understand its success.

Funamizu: No one gave up on the game because it was our job to carry it through to completion. I'd get angry when people were stressed about the job we had to do. But in the end that was the job we were assigned to do. (laughs)

Interviewer: You went to a national tournament when the game was booming in popularity. How did that feel?

Funamizu: How indeed… I really felt the intensity that the players had for Street Fighter, that it was part of their lives. Once the tournament began, there were so many combos in use that I didn't even know existed, even though I was one of the game's inventors. Mr. Okada went to the tournament too.

Okada: Yes. I was just as a regular participant though. (laughs)

Murada: At first the inventors had the advantage, right? Up until the release.

Okada: I'd lose in the first round. (laughs)

Funamizu: Did you just give up?

Okada: Yeah, I didn't win once during the three days of the tournament.

Interviewer: Finally, what was the hardest part of making the series?

Funamizu: Everything! (laughs)

Looking forward to the next five years!

Interviewer: Is there plans for a new Street Fighter game?

Funamizu: There's no new game currently on the schedule. Maybe we'll create something for the 20th anniversary. I think if we start working now, we'll just make it in time. (laughs) These are busy and exciting times. We're doing a lot of things now so if we were to make one it would probably take five years. (laughs)

Okada: Now we have to think about incorporating online gaming.

Funamizu: If we don't start within two years of a release date, we won't be able to make it. (laughs)

Interviewer: 5 years… or whenever it becomes a reality, I know I'll be happy to see it. We're all looking forward to Street Fighter IV. Thank you for your time today.

February 2003

STREET FIGHTER
Goods Collecton

STREET FIGHTER's success allowed the franchise to branch out into markets outside of videogames. This section highlights some of the many products that have borne the Street Fighter name over the years.

STREET FIGHTER III - Chun-Li
Pre-painted Cold Cast Statue
Manufactured by: EPOCH
Imported by Diamond Comics

STREET FIGHTER
Chun-Li and M.Bison
Pre-painted Cold Cast Collectors Bust
Manufactured by: UDON

STREET FIGHTER
Action Figure Series
Round 1 and Round 2
Manufactured by: SOTA Toys

CAPCOM GIRLS COLLECTION
Fighting Chun-Li and Cammy
PVC Statue
Manufactured by: YAMATO

STREET FIGHTER
Action Figures (retired)
Manufactured by: ReSaurus

CAPCOM GIRLS COLLECTION
Standing Chun-Li (Blue and Pink Version)
PVC Statue
Manufactured by: YAMATO

STREET FIGHTER
Ken, Ryu, Chun-Li, and Akuma
SONY PLAYSTATION 2 Controllers
Manufactured by: NUBY Tech.

STREET FIGHTER ALPHA - The Movie
Anime DVD
Released by: MANGA Ent.

STREET FIGHTER 15th Anniversary Limited Edition Arcade Stick
For SONY PLAYSTATION and X-BOX
Manufactured by: NUBY Tech.

STREET FIGHTER II - Chun-Li, M.Bison, Dhalsim, Zangief, and Ryu
T-Shirts
Manufactured by: Ripple Junction

STREET FIGHTER Alpha 2 Underground Mixxes CD
Released by: VIZ Music

STREET FIGHTER TV Animation
DVD Volume 1 and 2
Released by: ADV Films

STREET FIGHTER M.Bison
Child Costume
Manufactured by: Disguise

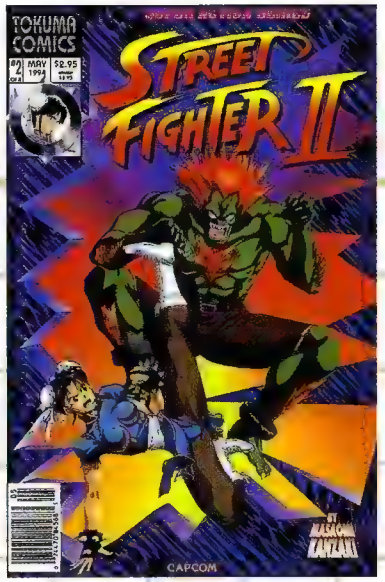
STREET FIGHTER - Panoramic All Star Poster Manufactured by: UDON

STREET FIGHTER

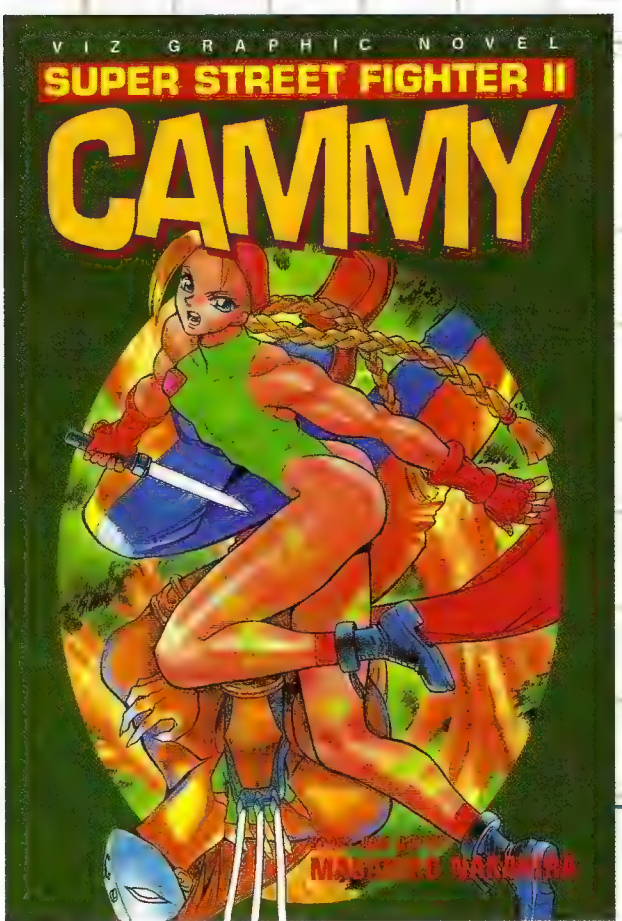
Comics & Manga

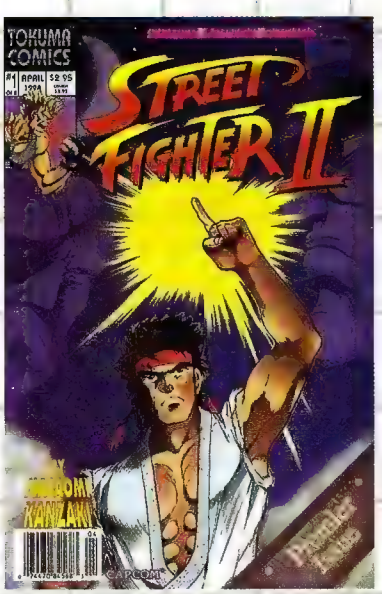
With Street Fighter's massive and memorable cast of fighters, the game lent itself well to the worlds of comics and manga where the stories behind players' favorite characters were explored. This section showcases comics produced domestically and imported Japanese manga that have been published in America from the initial comic release in 1993 to the current comic series launched in 2003.

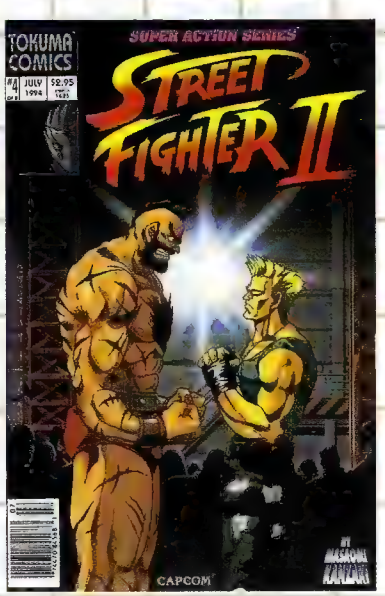
STREET FIGHTER
by Strazewski, and Hillsman
Issue 1 to 3
Published by: Malibu



STREET FIGHTER II
by Masaomi Kanzaki
Issue 1 to 8
Published by: Tokuma Comics

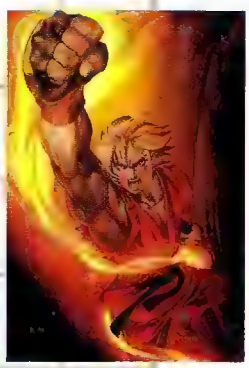


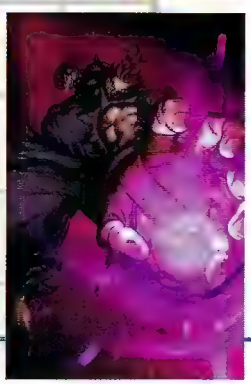




STREET FIGHTER II - CAMMY
by Mashiko Nakahira
Graphic Novel
Published by: VIZ

ON-GOING SERIES
Story by Ken Siu-Chong
Art by Alvin Lee, ARN
and various artists





CONVENTION EXCLUSIVES
Cover Art by: ARN

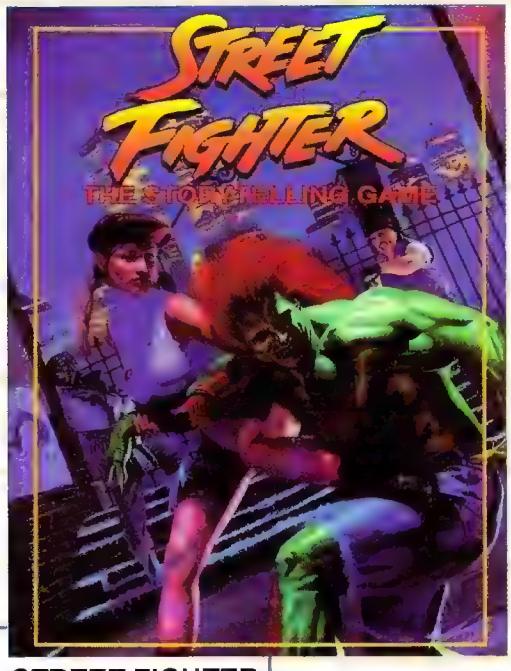
LIMITED EDITION POWER FOIL COVERS
Cover Art by: Jo Chen and ARN

STREET FIGHTER
On-Going Comic Series
Story and Art by UDON
Published by: Image and Devil's Due

GRAPHIC NOVEL Vol.1
Blockbuster
Exclusive Edition
Cover Art by: SHINKIRO

STREET FIGHTER
Other Publications

STREET FIGHTER has graced the covers of many magazines and spawned numerous publications including in-depth strategy guides and RPG books. This section showcases some of the cover art of these publications.



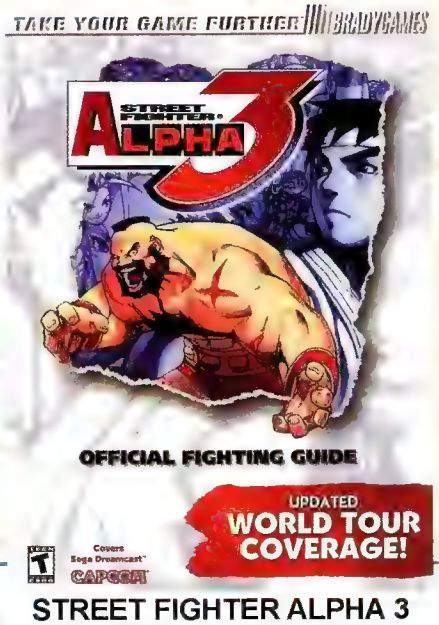
STREET FIGHTER
The Storytelling Game
Published by: White Wolf Publishing

RPG MAIN RULEBOOK

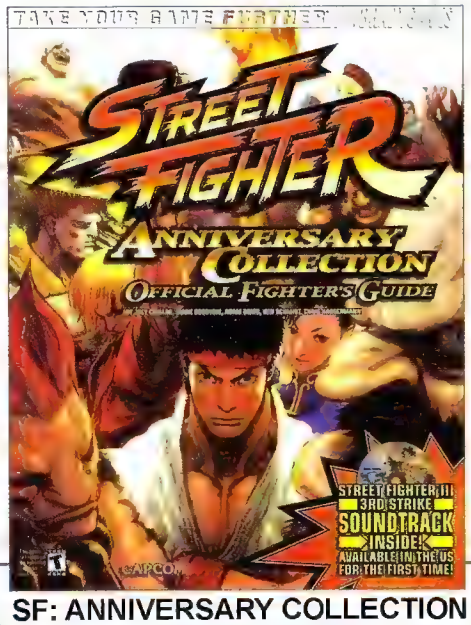
CAPCOM WORLD TOURNAMENT
RPG Rulebook
Published by: Living Room Games

ALL THE CODES!
CAPCOM
STREET FIGHTER ALPHA 2
MAD, MAD COMBOS!
CHEAPS & STRATEGIES
MASSIVE ART SECTION
JAPAN & U.S. RANKINGS
WRITTEN BY TOURNAMENT CHAMPION PLAYERS
STRATEGY GUIDE
250 PAGES - THE LARGEST U.S. FIGHTING GAME GUIDE OF ALL TIME!

STREET FIGHTER ALPHA 2
Strategy Guide
Published by: Empire 21 Publishing



STREET FIGHTER ALPHA 3
Official Fighting Guide
Published by: Brady Games



SF: ANNIVERSARY COLLECTION
Official Fighter's Guide
Published by: Brady Games

SEGA • NINTENDO • JAGUAR • 3DO • CD-i • NEO•GEO • DUO • ARCADE
GAMEPRO
#1 VIDEO GAME MAGAZINE
SUPER STREET FIGHTER II!
SNES • Genesis • Turbo Arcade!
ProReviews!
PreViews!
Readers' Choice Awards!
NEW GAME SYSTEMS!
Inside Nintendo!

SEGA • NINTENDO • SONY • JAGUAR • 3DO • NEO•GEO • ARCADE • PC CD
GAMEPRO
THE #1 VIDEO GAME MAGAZINE
Street Fighter Alpha
The Best Street Fighter Yet!
S.W.A.T.PRO
43 ProReviews!
22 Previews!
PC GamePro!
First Look From Japan!
Nintendo's Ultra 64

GAMEPRO MAGAZINE
Volume 4, Issue 10
July 1994
and February 1996

EXPANDED TIPS SECTION WITH CODES FOR WINNING BIG!!
OVER 150 PAGES INSIDE!!
ELECTRONIC GAMING MONTHLY
15 PAGE EGM PREVIEW!!!
STREET FIGHTER 2 FOR SUPER NES!
PLUS SPECIAL PHOTOS OF NEW STREET FIGHTER ARCADE GAME!!
MAGIC SWORD!!
EGM REVIEWS!!

EGM (ELECTRONIC GAMING MONTHLY)
April 1992

PSM
Issue 21

Special Bonus Showcase

IMPOSSIBLE TO GET UNLESS YOU LIVE IN JAPAN!

STREET FIGHTER
Credit Card
VISA and JBC Card
Issued by: GC Bank (Japan)

STREET FIGHTER TITLE LOGO COLLECTION

STREET FIGHTER ZERO*

STREET FIGHTER ALPHA

STREET FIGHTER III

STREET FIGHTER ZERO 2*

STREET FIGHTER ALPHA 2

STREET FIGHTER III 2nd IMPACT

STREET FIGHTER ZERO 2 ALPHA*

STREET FIGHTER ALPHA 3

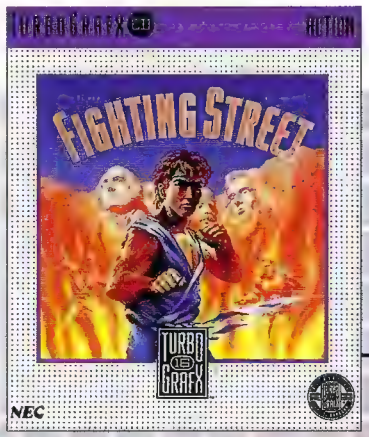
STREET FIGHTER III 3rd STRIKE

STREET FIGHTER ZERO 3*

*denotes logos for titles available in japan only

US STREET FIGHTER BOX ART AND RELATED IMAGES

This section showcases selected cover art and related promotion material for the US market.



FIGHTING STREET
For TURBO GRAFX 16

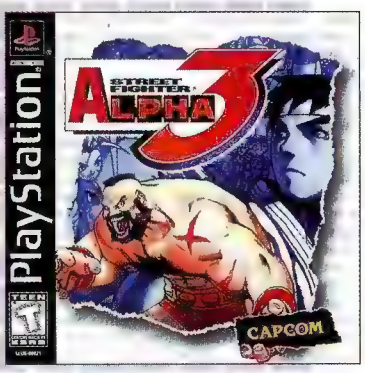
STREET FIGHTER COLLECTION
For SEGA SATURN

STREET FIGHTER II,
STREET FIGHTER II TURBO,
SUPER STREET FIGHTER II
For SUPER NINTENDO

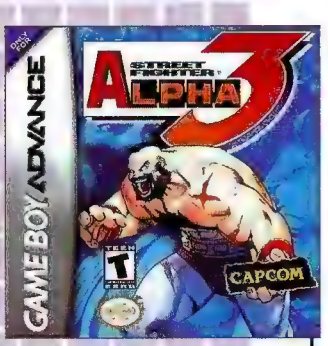
STREET FIGHTER II' (DASH)
SPECIAL CHAMPION EDITION
For SEGA GENESIS

SUPER STREET
FIGHTER II
For SEGA GENESIS

STREET FIGHTER ALPHA,
STREET FIGHTER ALPHA 2,
STREET FIGHTER ALPHA 3,
For SONY PLAYSTATION

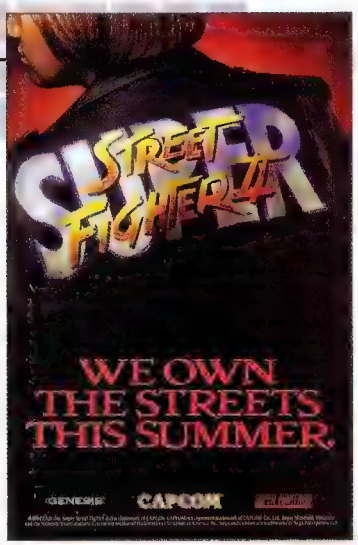


STREET FIGHTER III
THIRD STRIKE
For DREAMCAST

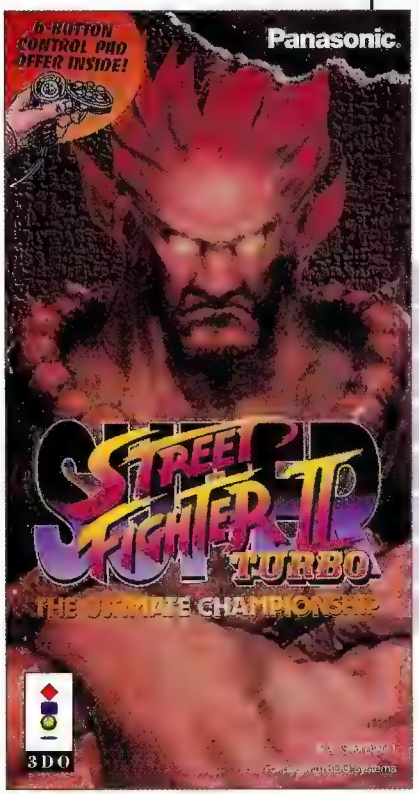


SUPER STREET FIGHTER II TURBO REVIVAL,
STREET FIGHTER ALPHA 3
For GAMEBOY ADVANCE

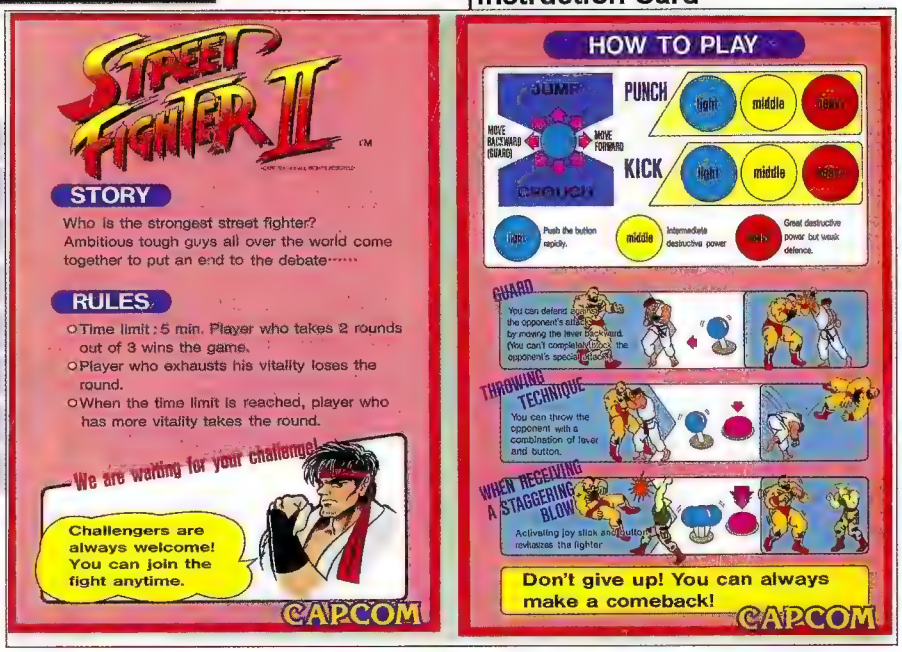
SUPER STREET FIGHTER II
Printed Advertisment
For SEGA GENESIS
and SUPER NINTENDO



SUPER STREET
FIGHTER II TURBO
Pamphlet Cover
For 3DO



STREET FIGHTER II
Instruction Card


STREET FIGHTER II
STORY
Who is the strongest street fighter?
Ambitious tough guys all over the world come together to put an end to the debate·····
RULES
Time limit : 5 min. Player who takes 2 rounds out of 3 wins the game.
Player who exhausts his vitality loses the round.
When the time limit is reached, player who has more vitality takes the round.
We are waiting for your challenge!
Challengers are always welcome! You can join the fight anytime.
CAPCOM
HOW TO PLAY
JUMP
PUNCH
KICK
CROUCH
MOVE BACKWARD (GUARD)
MOVE FORWARD
light
middle
heavy
Push the button rapidly.
Intermediate destructive power
Great destructive power but weak defence.
GUARD
You can defend against the opponent's attack by moving the lever backward. (You can't completely block the opponent's special attacks.)
THROWING TECHNIQUE
You can throw the opponent with a combination of lever and button.
WHEN RECEIVING A STAGGERING BLOW
Activating joy stick and button(s) revitalizes the fighter
Don't give up! You can always make a comeback!
CAPCOM

CAPCOM & UDON ROUNDTABLE INTERVIEW

2004 SAN DIEGO COMIC CONVENTION

Shoei Okano is one of the Design Team's founding members, was an integral part of designing Street Fighter and is the team's current head. Kinu Nishimura is one of the Design Team's senior artists and is responsible for much of the stunning artwork from games like Super Street Fighter II: Turbo and Street Fighter III that has inspired fans around the world for many years.

During the 2004 San Diego Comic-Con International, UDON had the pleasure of sitting down with them for an exclusive roundtable interview. The interview included UDON chief Erik Ko, artists Arnold Tsang, Andrew Hou and Jo Chen, as well as writer Ken Siu-Chong.

Ken: For the Street Fighter and Capcom fans who may be unfamiliar with you, could you explain who you are and what you do at Capcom?

Kinu: Let me introduce Mr. Okano (Shoei Okano) and myself. We are part of the design department at Capcom. We're responsible for designing the development and promotional artwork for Capcom's video games.

Ken: What's the most satisfying aspect of your job?

Kinu: The most satisfying thing about my profession is that I love what I do! It's been very interesting working with UDON and seeing the many directions Street Fighter has been moving in. It's very stimulating working with such promising colleagues.

Ken: Thank you very much! We're very flattered.

Jo Chen: Thank you for your quality work.

Ken: How did you begin to work with Capcom? What were your first projects and your favorite projects?

Shoei: I began my career as a freelance artist. From there, I did some poster illustration work for Konami. Thinking back on it, the game industry was very small at the time! There was a position at Capcom available so I applied and they told me I could start the very next day. I've been with them ever since.

"Top Secret" was the name of the first game I worked on. I also did work on a game called "Tiger Road."

(We'd brought the Capcom Design Works art book with us and flipped to the back to see Shoei's "Tiger Road" artwork)

Shoei: It's quite embarrassing looking at my old artwork. (smiles)

Shoei: The game I'm most proud of is Street Fighter. The Capcom of today is now a very different company from the Capcom of long ago. Street Fighter was the game that really started to revolutionize the company. Developing it was very exciting.

Ken: I think I speak on behalf of everyone when I say "Thank you for creating Street Fighter!" Street Fighter has been a big part of our lives for so long.

SHOEI OKANO
Illustrator
Capcom

Shoei: Thank you.

Kinu: I started by attending a vocational college. Since I was a young student, I'd always admired Akiman's artwork. It was January or February when he called me up and asked me to send in my résumé to Capcom. I was very intimidated by Akiman's artwork, constantly looking over his art at night and working hard to improve my abilities.

After I was hired, "Muscle Bomber" was my first project back in 1991. I was eventually brought on board for the "Turbo" series.

I can't say that any game in particular was my favorite. I worked on Street Fighter II, Street Fighter III and Cyberbots. I can't decide what my favorite game is, however, in terms of my personal work, "Dungeons & Dragons:

Shadow Over Mystara" was my favorite to illustrate.

Ken: Is this your first time at the San Diego Comic Convention?

Kinu: Yes, this is my first time. We're very happy to see the impact of our work on people. I haven't seen a costumed Chun-Li yet, unfortunately...

(On a digital camera, we showed her pictures of a girl who came to the UDON booth dressed in a Chun-Li costume)

Kinu: (laughs)

Erik Ko: How do you feel about the San Diego convention? What do you find different about American fans compared to Japanese ones?

Kinu: I think the diversity in the American fan base is really great! In America at this convention I've seen old people, young people, babies, normal everyday people, otaku in costumes and even pretty girls. In Japan, at these types of shows, the crowd is more homogenous—all made up of young students for the most part.

Ken: Why do you think Street Fighter is so popular? Why has it lasted so long and accumulated such a large fan base?

Kinu: Most importantly, I believe Street Fighter is so popular because it represents so many different countries, characters and diverse fighting styles. Each character has their own story and they all come together to fight. For example, why did Blanka drop out of an airplane? They're very simple and elegant characters with their own diverse stories. You can choose your own character and connect with the one you play. Another factor is the game's responsiveness. If you lose a fight, you know it was your own fault as opposed to bad game play controls.

Ken: Almost like you become the character you select.

Kinu: Yes, exactly.

Thomas Huston of Capcom USA translating for Shoei and Kinu.

KEN SIU-CHONG
Writer
UDON Comics

Ken: Who are your favorite characters to play with?

Shoei: Ryu and Ken are the only ones I can really use. (smiles) We worked on their technical moves very closely.

Kinu: I really liked using Chun-Li but then I got into Guile and after him Blanka. The first time I played with them was actually in the arcades and I was very new to the company at the time.

Ken: What's your general approach to art? For example, what programs and/or real mediums do you use?

Kinu: As technology has advanced, it's become a lot easier to do my work and perform day-to-day tasks like using FTP programs to transfer my files. We have convenient programs like Photoshop and they help in many ways, but sometimes things can get diluted with the digital brush. We feel many things are lost with that transition between real and digital mediums.

JO CHEN
Illustrator
UDON Comics

Jo Chen: I agree, that's why I like to mix real mediums into my digital works.

Shoei: Everything used to be done by hand. The hardest time we had was during the transitional period when everything was moving from real media to digital. It was very hard, but things are handled a lot better now. When we began, we probably only knew how to use 15% of Photoshop's features but we forced ourselves to learn all of it. The learning process was the hardest part of the transition.

Ken: How did the art department work back then?

Shoei: In the old days I was the only one working in the original game development department! (laughs) I went from development to illustration and packaging. This continued for about a year but I couldn't handle so much work. Kinu was new and talented so she was recruited.

Kinu: Really? (smiles) Akiman was the head art director at Capcom and created many posters and illustrations. He was the boss and we all worked together very closely. Even though he was very busy, Akiman was in the illustration studio often, so he taught me a lot.

Art Jam by Kinu Nishimura and Arnold Tsang

ANDREW HOU
Illustrator
UDON Comics

Andrew Hou: Were the sprites created by the same artists? For example, did you (Kinu) work on the Street Fighter III sprites? (A sprite is a 2D image/set of images used in games as opposed to a rendered 3-D character)

Kinu: Akiman did a lot of the designs and I worked on most of the posters and related advertising. The sprites were actually done by a separate team. We had a specialized "sprite" group and a separate "background" group. These groups were very specific

and that's why they produced such excellent work. There were exceptions though. Akiman, for example, worked on some of the sprites. He was responsible for the overall look of Street Fighter II and designed everything from Chun-Li's hair to her boots.

Arnold Tsang: Each new Street Fighter game always has a new, distinct visual art style. How did you approach the "new look" for each generation of the franchise?

Kinu: It's nice to see the essence of the characters retained, but would be disappointing to just see endless "copies" of the same thing. This is a very difficult question to answer. One of the things we've always done is experiment with the Street Fighter characters by trying to create variety while keeping the real essence of Street Fighter as a whole.

Shoei: That also applies to many of the games Capcom has created. Not just the Street Fighter series.

Kinu: It makes us happy when people notice these new changes and new styles. (smiles)

Arnold Tsang: Who's the best Street Fighter player in the design team?

Shoei: We've never had a "best player" battle before. (laughs)

(Shoei and Kinu discuss it for a moment)

Shoei: If we had to choose, Akiman is the best illustrator while Kinu is the best player within the design team. Her Blanka technique is very good! (smiles)

Kinu: The thing about the design studio is that it's very hard for the team to get together. There's a lot of competitiveness, but there's also a lot of respect for each other's work. We have separate offices. It's not really a case where we're teaching each other. Rather we're feeding off of each other's inspiration and looking at each other's work to motivate us to get better. There's a lot of friendly rivalry.

Ken: What do you see for the future of Street Fighter? Street Fighter IV perhaps?

Shoei: It all depends on Capcom's president. We're illustrators; we're always up to designing new things. One thing that's very difficult is to exceed the fans' expectations. But of course, if the opportunity arose, producing a new game would be a pleasure.

Ken: Do you have any final words for your American fans?

Shoei: We're happy to see how Street Fighter has grown over the years, not only through the Capcom design team, but also through fans around the world and other studios like UDON.

Kinu: To everyone playing Street Fighter, I'd like to say "Thank you" from the bottom of my heart! I'd also like to thank the fans for reading the comic books. It was a pleasure to meet you and we hope to keep working together with you. We also hope to see more of the fans in the future!

July 2004

Clockwise from Top Left: Thomas Huston (Capcom USA), Shoei Okano (Capcom Japan), Taki Enomoto (Capcom Licensing), Ken Siu-Chong (UDON Writer), Andrew Hou (UDON Illustrator), Jo Chen (UDON Illustrator), Gary Yeung (UDON Colorist), Erik Ko (UDON Chief of Operations), and Arnold Tsang (UDON Illustrator)

STREET FIGHTER® ストリートファイター エターナルチャレンジ
ETERNAL CHALLENGE
永遠の挑戦者たち

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SPECIAL THANKS TO:

Shoei Okano, Kinu Nishimura and Shinkiro of Capcom Japan, Sarah Felbinger, Thomas Huston and Philip Navidad of Capcom USA, Paul Chen of Nubytech, Douglas McNeill of Yamato USA, Jerry Macaluso of SOTA Toys, Brian Glass of White Wolf Publishing, Joe Chen of Living Room Games, Francis Mao of GamePro, Nathen Springs@joemadfan.com, Ripple Junctions, Disguise, VIZ, ADV, Manga Entertainment, Brady Games, Joshua Izzo of Hasbro, Josh Blaylock and Marshall Dillon of Devils Due, Adam Fortier, Alfred Lee, George Lam, Quile, Caffeine and everyone at UDON Entertainment.

Originally published in Japanese language by Futabasha Publishers Ltd.

STREET FIGHTER® : ETERNAL CHALLENGE.
January 2005. First Printing.

An UDON Entertainment Production
www.capcomcomics.com

Published by Devil's Due Publishing, Inc.
www.devilsdue.net
Office of publication
4619 N. Ravenswood Ave. #204,
Chicago, IL 60640.

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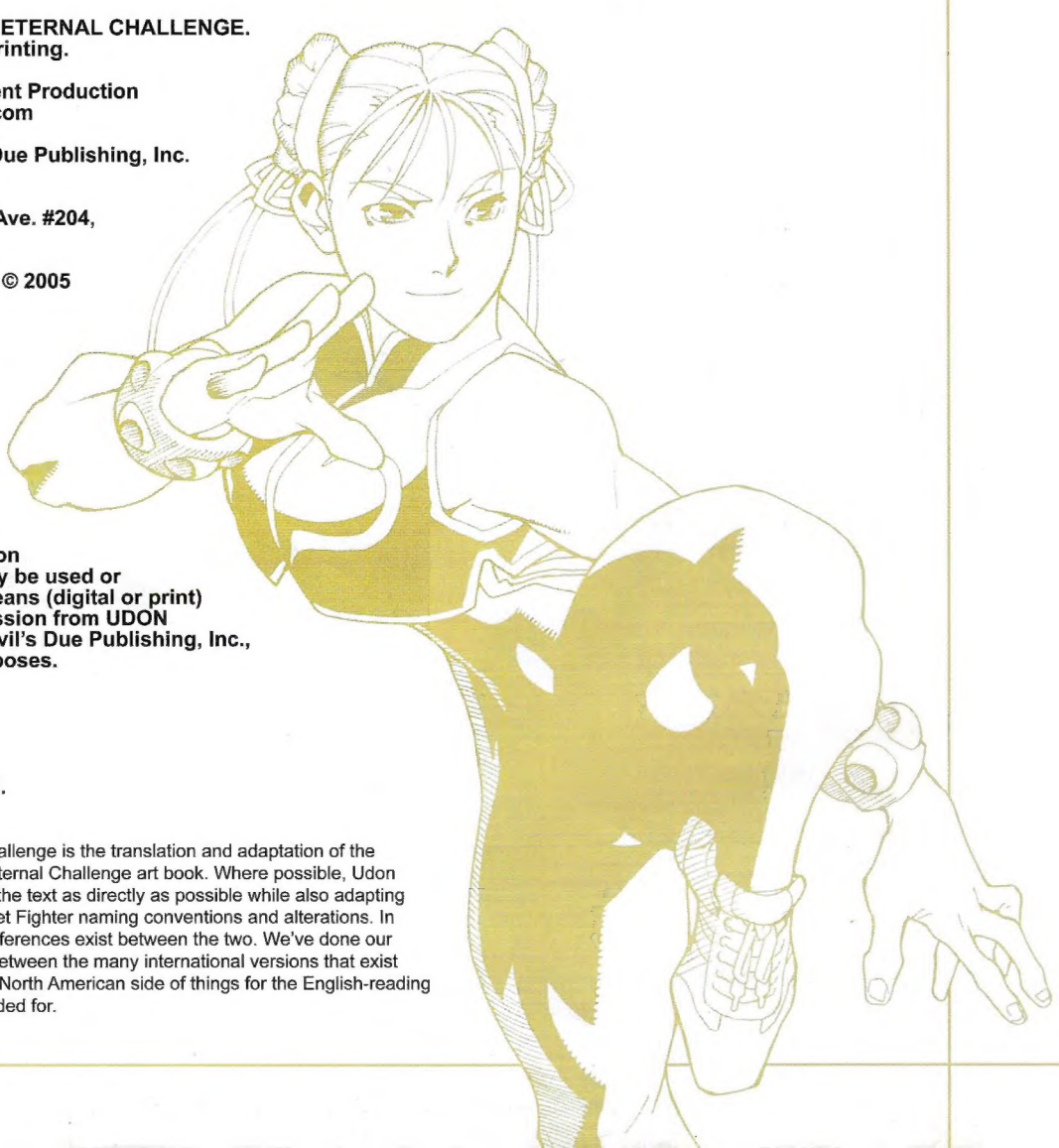
Printed in Canada.

ISBN: 1-932796-24-X

34.99 U.S. / 42.50 CDN.



Important Note: Eternal Challenge is the translation and adaptation of the Japanese Street Fighter: Eternal Challenge art book. Where possible, Udon has attempted to translate the text as directly as possible while also adapting to the North American Street Fighter naming conventions and alterations. In some cases, substantial differences exist between the two. We've done our best to minimize conflicts between the many international versions that exist and generally erred on the North American side of things for the English-reading audience this book is intended for.

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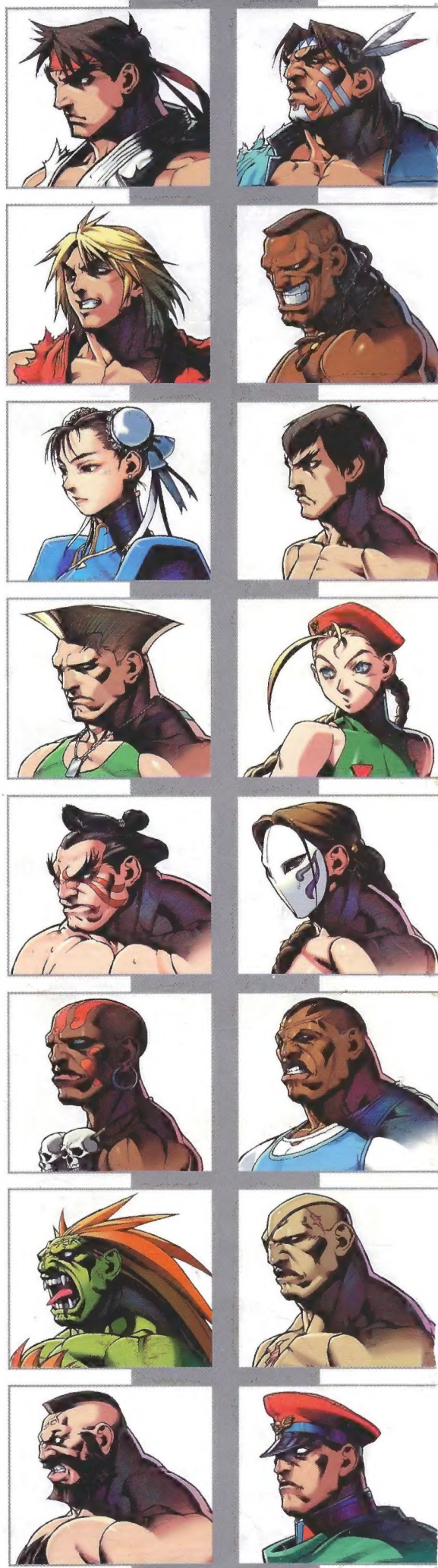

STREET FIGHTER 15th

STREET FIGHTER® ストリートファイター エターナルチャレンジ
ETERNAL CHALLENGE

永遠の挑戦者たち

In celebration of Street Fighter®'s 15th Anniversary, UDON Entertainment is proud to present the long-awaited English translation of Street Fighter®: Eternal Challenge.

Direct from CAPCOM® Japan, Eternal Challenge is the official, definitive resource for art, information and all things "Street Fighter." With unprecedented detail and rare images, Eternal Challenge finally gives English-reading fans an in-depth retrospective into the phenomenon that created an entirely new video game genre. From the original Street Fighter® through to Street Fighter® III: Third Strike, learn all about this legendary video game franchise.

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